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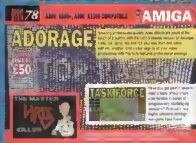
# AMIGA

THE MAGAZINE FOR A500, A600, A1200 &amp; CD32 OWNERS

WIN!  
A mega personal  
100 SPECIAL GAMES

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NO DISK ATTACHED?

ASK YOUR NEWSAGENT



NO DISK ATTACHED?

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TURNING IDEAS  
INTO MONEY  
ON THE  
AMIGA



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PLATFORM GAME OF  
THE YEAR?

MUSIC X 2  
FIRST LOOK

## PLUS:

CD-ROM  
UNRAVELLED

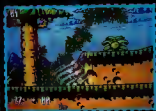
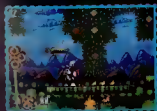
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## PC1202-B

Power Computing and DKB have joined forces to produce the ultimate A1200 32 bit memory expansion. The PC1202-B uses the latest industry standard 32-bit Simm technology which allows you to use 2MB 4MB and 8MB modules. Simply by adding extra PC1202-Bs to your Amiga 1200 will increase its processing speed by 219%, comes with real-time battery backed clock and optional FPU available.

Base

PC1202-B ..... £75.95  
PC1202-B + 68882 20MHz ..... £99.95

## With 2MB

PC1202-B + 68882 no FPU ..... £159.95  
PC1202-B + 68882 20MHz ..... £179.95  
PC1202-B + 68882 33MHz ..... £199.95  
PC1202-B + 68882 40MHz ..... £225.95

Trade in your 2MB Simm on upgrade to 4MB or 8MB, telephone for details

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PC1202-B + 68882 20MHz ..... £259.95  
PC1202-B + 68882 33MHz ..... £275.95  
PC1202-B + 68882 40MHz ..... £299.95

There is no need to throw away the boxed if you want to upgrade from 4MB to 8MB. In simple, just buy an extra 4MB Simm.

Extra 4MB Simm ..... £159.95



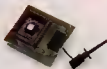
## PC1204

The original PC1204 4MB 32 bit memory expansion is still available, and in exceptional value.

PC1204 + 68882 50MHz ..... £319.95

## New Midi Interface

Midi Interface (New Midi chip) ..... £19.95



## MegaChip Ram

Increase your Amiga 500/2000 chip RAM to a total of 2MB. MegaChip does this by using its own 1MB of RAM and drawing extra memory from any other RAM you have installed in your Amiga. No soldering is required.

MegaChip RAM ..... £159



## A599 Memory

A 4-chip 512K RAM expansion with a battery backed clock. Free software included. (A500-compatible)

A500 Card with clock ..... £29

## A590 0MB

Expand your Amiga 500 from 2MB to 8MB of RAM. Plugs into the side slot, full auto-config, and through port.

2MB Board ..... £139

4MB Board ..... £219

8MB Board ..... £299

## Memory Expansions

We manufacture a vast range of memory cards for the Amiga 500, 500+, 600, 1200, 1500, 2000, 3000 and 4000. Please telephone us for prices and availability

## DKB 3129

Up to 128MB of RAM on your Amiga 3000/4000 using 4.5, 16 and 32MB Simm modules. This is a true Zero Slot 32-bit memory board.

DKB 3128 Omb Ram ..... £279

## 3268 Omb Ram

SCSI-2 board for the Amiga 2000 including memory expansion capabilities of up to 8MB

Octagon SCSI-2 ..... £129



## DKB 4991

The DKB 4991 (licensed by Centronics) SCSI Host Adapter is a high performance board that connects up to seven SCSI devices to your Amiga. The DKB 4991 features: Full Zero III implementation, fast SCSI-2 implementation, SCSI interrupt controller and ribbon cable, high density SCSI-2 external connectors, format memory access (DMA) and hardware to install a 3 1/2" hard drive on the board

DKB 4991 ..... £299



## Video Backup

Use a VCR as a backup storage device. Two licensed Amiga floppy disks fit on a 4 1/2" tape which can be used for an alternative hard disk backup system. What's more you can now watch television on your 100% amigam. A Scart or Phosco version is available.

Video Backup Scart ..... £95

Video Backup Phosco ..... £90

## GVP Products

Power Computing can supply all GVP High end professional hardware and software. Please call for your requirements.

BGS Spectrum 24-bit card (2MB) ..... £399

G-Lock (PAL video genlock) ..... £299

HCB+ SCSI controller ..... £120

Hard disks available from 528MB to 1GB

## Co-processors

All maths co-processors include crystals.

20MHz ..... £40

33MHz ..... £89

40MHz ..... £99

50MHz (PGA) ..... £154



## Disk Expander

Disk Expander is an innovative program for all Amiga users. With this software solution you may double the capacity of your floppy disk or hard disk drive. The installation process takes only a few seconds and afterwards DiskExpander works invisible in the background. The compression ratio varies from 30% to 70% depending upon the used compression algorithms and upon the kind of data.

The easy-to-use graphical user interface guarantees that even the inexperienced user is able to use Disk Expander immediately without any problems. DiskExpander does not only expand the capacity of your hard disk drive, even floppy disks now have a storage space of approximately 1.5 megabytes

The concept of DiskExpander was designed under the aspect of maximum data security and high compression speed. The most delicate to which extent the data is condensed by choosing high or medium compression libraries and thus has direct influence on the processing speed.

- Can add 50% to your hard disk capacity at a stroke
- Fast compression and decompression
- Flexible and expandable as new compression libraries are developed
- Works with all drives, including SCSI, IDE, Floppies, and even the RAM disk
- Reliable on users' and data corruption
- Once installed the program is transparent to the user
- Works on any Amiga and any Kickstart

Disk Expander ..... £35

## Tandem CD-DE Card

The Tandem CD-DE includes these features

- For 1500/2000/3000/4000
- Supports Minisys L2005 and FX501D double speed CD-ROM drives
- Supports Sympart 3 1/2" drive
- Supports IDE hard drives
- Play audio CD quality
- Requires Kickstart 2.04 and above
- Includes cables, software and manual

Tandem CD-DE card ..... £99

Tandem CD-DE & Double Speed CD ..... £229



### Calcom v.32 bis

- External Fax & Data modem
- Supports up to 57,600 bps
- Full Hayes AT commands set supported
- Supports class 1, 2 and 3 fax commands
- Call back security
- Optional power on auto-dial
- Supports error correction + detection
- Leased line support
- Supplied with Amiga and PC software for Windows
- All cables & Power supply included

Calcom v.32 bis ..... **£189**

Calcom v.32 bis inc. TriFaxPro ..... **£189**



### Fargo Primera Printer

Now you can produce stunning, high quality output on paper, transparency film or even T-Star transfer from your Amiga. The Primera colour printer, recent recipient of accolades awards in the IBM-PC and Macintosh markets is also the perfect companion to any Amiga. Primera uses wet thermal transfer technology, a technology usually associated with much higher priced printers. Some of the features include: software drivers for Amiga, PC and Macintosh, optional photo-realistic upgrade kit (400 picolines) and monochrome ribbon cartridges available for cost printing only.

Primera printer ..... **£949**

Photo realistic upgrade kit ..... **£189**

Photo realistic refill kit (100 picolines) ..... **£250**

Photo realistic refill kit (25 picolines) ..... **£79.95**

4 colour ribbon (80 pages) ..... **£38.95**

3 colour ribbon (115 pages) ..... **£38.95**

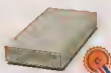
Monochrome ribbon (400 picolines) ..... **£31.95**

Primera paper (A4 200 sheets) ..... **£19**

T-Shirt transfer paper (A4 10 sheets) ..... **£17.95**

Primera & Studio DS software ..... **£999**

Studio software is a true 24 bit colour driver



### XL Drive

The XL Drive can be used with any Amiga Computer, and allows you to store a massive 1.76MB on a high density floppy diskette. The drive can also act as a standard 800K drive and can read and write data written on an A900 internal high density drive. XL Drive requires Kickstart 2 or above.

XL Drive external ..... **£99.95**

XL Drive internal (all Amiga) ..... **£79.95**

XL Drive internal A9000 ..... **£99.95**

### PC8808 Drive

The new updated PC8808 is the most impressive disk drive of its kind on the market. The drive includes a strong aluminium casing, an auto-click device, write blocker, Cyclone compatible chip and the latest built-in backup hardware which allows X-Copy to copy and verify. What's more you can now control these features through your mouse, so there is no more annoying switches to use.

PC8808 with Blue Amiga ..... **£70**

PC8808 with Blue & X-Copy ..... **£80**

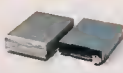
PC8808 1.76MB Upgrade ..... **£49.95**

Features	PC8808	Amitek
Auto-click	•	•
Auto-verify	•	•
Aluminium enclosure	•	•
Safety mechanism	•	•
Indicator window	•	•
Transfers	•	•
Upgradable to 1.76MB	•	•
Cyclone compatible chip	•	•
Built-in backup hardware	•	•
Secure operation	•	•

### PC8808 Drive

This drive is a high quality external floppy drive at a fraction of the price. As with all of our drives the PC8808 has a three-port, disabling switch and 12 month guarantee.

PC8808 Economy Drive ..... **£49.95**



### Internal Drives

We meet the same drive manufacturers as Commodore so that you get the best of assurance at a cheaper price than other internal drives on the market.

PC881 A500 Internal drive ..... **£40**

PC882 A2000 Internal drive ..... **£40**

### SCSI/IDE Drive

We can supply SCSI or IDE 3.5"/2.5" hard drives in many different sizes including cables and installation software.

80MB IDE 2.5" Internal ..... **£179**

120MB IDE 2.5" Internal ..... **£229**

170MB IDE 2.5" Internal ..... **£270**

520MB SCSI/IDE ..... **£188**

80MB SCSI/IDE ..... **£179**

160MB SCSI/IDE ..... **£249**

200MB SCSI/IDE ..... **£349**

### Floptical Drive

The Floptical stores 20MB of data on a removable 3.5" disk. (A SCSI interface is required)

Floptical A2000 Kit ..... **£299**

Floptical A500 Kit ..... **£389**

20MB Floptical Diskette ..... **£25**



### Syquest Drive

The new 3.5" removable hard disk from Syquest stores 105MB on each cartridge, with an access time of 17ms. An internal and external version is available. (A SCSI controller is required)

3.5" IDE Internal ..... **£489**

3.5" IDE External ..... **£579**

3.5" SCSI Internal ..... **£539**

3.5" SCSI External ..... **£699**

3.5" 105MB Cartridge ..... **£79**

### Power Optical

128MB Optical Internal ..... **£779**

128MB Optical External ..... **£879**

128MB Optical Disk ..... **£40**

SCSI Controller A2000 ..... **£129**

### Dual Drive

Our Dual Drive is packed with the many features of the PC8808 whilst having two drives using only one port. This is another original from Power.

Dual Drive ..... **£125**

### X-Backup Pro

X-Backup Pro (Software designed by us) ..... **£29.95**

### Order Form

Name	.....
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Telephone No.	.....
System Ordered	.....
Description	.....
I enclose a cheque/PO for £	.....
Credit Card No.	.....
Expiry Date	.....
Signature	.....

Delivery over day 45.00 2-3 days £2.50 Saturday £10.00 deliveries are subject to stock availability

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FAX 0234 352207



# GET SERIOUS

## PRODUCTIVITY REVIEWS PRODUCTIVITY REVIEW

Excellent news for Imagine users! The new update version 2.9 gets the CU AMIGA review treatment on page 104. Another first is the massive preview of Music X 2.0, and don't miss our comprehensive guide to making your Amiga CD-ROM compatible.

### 102 LEGEND BALL

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### ANALYSER

### 120 CD-ROM

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Check out the exclusive preview of Music X 2.0 on page 110.



CD-ROM is dissected and dissected in page 120.

# SCREEN SCENE

## GAME REVIEWS GAME REVIEWS GAME REVIEWS

What a crazy hotpot of smash hits and near misses we've got for you this issue! We were worried we weren't going to be able to fit them all in! Audiogenic return with their incredible platformer Bubble & Squeak, while Core finally release the atmospheric Darkmere. Get reading!

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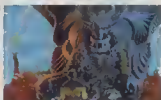
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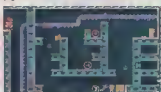
### 65 SIMON THE SORCERER

### 93 VFM

### 96 VAMPYRA



King's Quest VI earns itself a screentest in its review on page 73.



Being naughty is sometimes nice as we find out in Naughty Ones on page 75.

# REGULARS

8 NEWS With the CD32 taking off at last, things are looking up for Commodore. Find out more on page 80, and catch up on all the rest of the developments in the Amiga world.

10 COVERDISKS See the panel on the opposite page.

47 CD32 ZONE This month a selection of CD32 games includes the Lotus Trilogy, Seek and Destroy, and Fury of the Furries, plus runs on all the up and coming silver discs.

### 102 PRODUCTIVITY REVIEWS

See Get Serious panel.

132 PD SCENE A stack of stunning demos are on show this month, along with the latest Amiga game compilation, and some of the best music disks to appear in ages.

137 PD UTILITIES This is a rather HAM Lab Plus gets a full page review, with a supporting cast of sound samples, productivity software, and subterranean disks.

142 ART GALLERY Yet more Amiga masterpieces from the readers of CU AMIGA get a public viewing. Did yours get in this month?

# COVERDISKS

The amazing *Adorage* is the star of the first disk this month. It comes complete with *Master Virus Killer* and the compelling strategy game, *Task Force*. Probably the best adventure game this year, *Kings Quest VI* comes your way on the second disk.

## DISK 78

## PAGE 16

Slicker than a Brylcreamed porcupine, *Adorage* is here to give all your videos a truly professional edge. It's yours with this issue, and when we give you a full-price software application, we give you the complete, fully-featured program, not the sort of half-baked, save-disabled teaser program that others offer. At last you can emulate all those super-smooth wipes and have the screen peeling off to reveal the next shot, or exploding into lots of tiny pieces. Thanks to the SSA animation player, you even get 50 frames per second playback in many cases, lending an extra touch of finesse to any production. The *Master Virus Killer* is also on disk 78, one of the most comprehensive virus-killing systems around, this is just what the doctor ordered. Bringing up the rear there's the *Laser Squad*-style *Task Force* - a complete sprawling strategy wargame to keep you up well into the small hours.



## DISK 79

## PAGE 25

Sierra are returning to the Amiga, albeit under the watchful gaze of Revolution Software. Charles Cecil and the gang, creators of *Beneath A Steel Sky*, have been trundling along with this one for a few months, and you have to admit it's a bit of a cracker.

Ported directly from the PC version, *Kings Quest VI* is a mammoth adventure, taking you over land and sea, and you can sample a healthy chunk of it with our extra special coverdisk this month.

Gasp at the graphics! Sneak at the sound! Beware of brain strain! It's enormous!

Not only that, but we also bring you a PD version of everyone's favourite game, *Datz!* Can you build more blocks than your opponent in the space provided? Simple, but addictive, you won't want to load another disk until this time next month!





• The Bitmap Brothers •

# THE CHAOS ENGINE



Now  
Available  
for  
**AMIGA**  
**CD<sup>32</sup>**

NEW FEATURES FOR **AMIGA CD<sup>32</sup>**

Fully Animated Intro • Enhanced User-Interface • Interactive Instruction Manual  
CD Audio Tracks & CD Background Effects





# CU NEWS

## CD32 SOFTWARE SALES RIDING HIGH



The CD32 is topping the software sales charts all over the country. Unlike its console counterparts bottom right and left.

Commodore was in an exceptionally buoyant mood this week as the latest Gallup figures showed CD32 software sales clearly at the top of the charts for the first time. The charts, which show the actual sales of CD-ROM software around the country, reveal that Sega's Mega CD has finally slipped from the number one slot, dropping over 20% of their market share during the last month.

The news comes at a time when the console are just starting to feel the pinch, reflected in the almost universal drop in sales of console magazines. It seems that people may finally have got fed up with paying the inflated software prices. Ironically, in the face of this evidence, Sega has apparently been bullishly declaring that it no longer considers its biggest rival Nintendo, to actually be a rival any more!

Whilst these two slug it out, it looks as though the CD32 is poised to come in and forge ahead from behind. Even more interesting are the fortunes of 3DO, the new American wonder-console which looked as if it would pose a serious threat to CD32 sales. However, contrary to initial reactions, many major US players are now giving the machine a distinctly frosty reception and its future is looking less certain than it was previously.

It would appear that the American public are not the financial fools everybody had hoped they might be, because there is a marked lack of people queuing up to hand over the \$999 asking price. It now seems certain that when the machine finally hits these shores, that it will have price tag of £499, very expensive for a games console.

In the meantime, CD32 keeps selling, and so does the software. Perhaps the most significant thing about the latest Gallup figures is the fact that they place CD32 sales over 7% above those of PC CD-ROM. Considering the fact that there are tens, if not hundreds of thousands of PC CD-ROM players out there, it's remarkable that the CD32 has managed to ward them all off. Amusingly enough, Philips, the main rival in terms of CD Video sales, only rates a paltry 1.8% of the overall pie, proof enough, if any

were needed, that Commodore is back, and they mean business.



## GCSE IN AMIGA GAMES

No, it's not a new school course, just a way of introducing you to Eurogress Software's new GCSE ADI games. Aimed at the 14-18 year old age range, the prices are offered in that they cover a two year age group rather than the single year normally covered. Costing £24.95 instead of the usual £25, topics covered include English, French and Maths. It's all up to the usual high standard, and should be in the shops very soon! For more information, call Eurogress on 0622 896333.



## I'D BUY THAT FOR A FIVER!

Daze Marketing have had a very successful run with the Isbn scans, but not everyone has a copy yet! On the same note, not everyone has a copy of the brilliant *Transarcia* either. Neither game has been released on budget yet, which means that if you want to go out to the shops to pick up either, you'll have to fork out (a worthwhile) £25.99. Unless, of course, you buy them through CU AMIGA. Thanks to those nice chaps at Doze, we can offer you either of these games for no more than £5 EACH!! Or TWO FOR TEN POUNDS!! To take advantage of this exceptional offer, please fill in this coupon below, with a cheque or postal order (no credit cards please) made out to Daze Marketing, and send it off to "Blimey That's Cheap Offer, Daze Marketing, 2 Canfield Place, London NW5 3BT. Please allow 28 days for delivery.

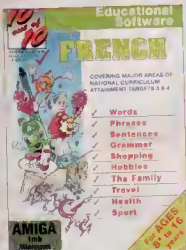
Please send me my wonderful *Silmarillic* games as soon as you can

Name

Address:

## NO RALLY FOR AMIGA!

It has now been announced that *Rally*, the game that has caused such a buzz in the last few months is not now going to be released on the Amiga. Already a smash hit as the PC market, the game has proven impossible to do on any but the fastest Amiga. Over the past few months Rally was gradually stripped and stripped to improve the speed to the point where it was just too basic. The PC's direct addressing system can handle it, but it seems that the bitmap system of the Amiga just wasn't up to the job.



## 10/10 SILVER PLATE?

10 Out Of 10 Educational Software return to the shelves once more this month with *10 Out Of 10 French*. Aimed at the 8 to 16 year old range, the package features six different games to teach phrases, grammar and a vocabulary in an interactive and interesting way. If it's as good as the others in the series, it'll be a welcome addition to your school course. Call 0742 780370 for details.

## RESERVOIR FISH?

Rumours are circulating currently concerning the future of our old friend *James Bond*. And it's not even more in *Operation Starfish*. Apparently, Millennium's next step is to make the move to CD in a big way, with large sections of the game using full motion video, shot underwater at the recently reopened Ealing Studios. The deal is yet to be finalised, but overall *Hollywood* during Harvey Keitel is rumoured for the role of Dr. Morte. Call Millennium on 0223 846884 for more details.

## TFX - LANDING SOON!

It is a game that we've had many calls and let test about than anything else, and it's here. *TFX* (Tactical Fighter Experiment) is about to be unveiled after months of delays and setbacks, and it looks better than ever. To be released in June for the CD32 and A1200, DID's finest hour should be every bit as fantastic on Commodore's war-baby as it is on the PC. The CD32 version will have all the same colours as the PC, with the same texture maps and Gornaud shading. The hard disk installable A1200 version will also have all the colours and shading, although some of the more complex shapes may be simplified slightly. Look out for a review soon. Or call Ocean on 011 632 4533 for more details.

## BEST VALUE CD-ROMS EVER?

Almathera have just announced what is undoubtedly the best value CD in the world. For the absolutely miserly price of £14.95, you'll be able to buy *Euroscene 1*, a CD containing approximately one gigabyte (that's 1,000 megabytes!) of archived demos and PD software. In order to access the data, you'll need a keyboard and a mouse. You'll also need a bootable system disk (one containing *Workbench*) or a Serial port link to another Amiga. All in all then, not a disk for the total beginner but a damned worthwhile product.

For those of you who work in video, graphics or DTP, their *Image* CD is a dream come true! 650 megabytes at compressed 24 bit images on a CD, complete with viewers for both Amigas and PCs. No price has yet been fixed for this CD although Almathera say that they will be selling it at the same affordable level that has characterised their recent CD releases. As with the *Euroscene* disk, you'll need some extras to use the photo disk.

You can find out more by phoning Almathera on 061 667 0040.



## SCANNERS NOW CHEAPER THAN EVER

Golden Image have just announced that their *Altecan* scanner has just been reduced by £44 to £135. The device, which is capable of producing scans in 256 shades of grey, is also bundled with the optional character recognition software *OCR Junior*, a package which itself retails for £79.95.

You can find out more by phoning Golden Image on 061 365 1102.

## COMMODORE SUPPORTS SERIOUS USERS

At last Commodore have put paid to criticisms that they don't market the Amiga range effectively by opening the first of three dedicated Amiga solutions advice centres.

The centres, dubbed Amiga Centres of Excellence (ACE) are designed specifically to assist upmarket users to choose the best Amiga set up for their requirements.

The centres will also have an invaluable opportunity to promote the entire Amiga range to big business, but are likely to focus on the up-market machines such as the A4000.

The first centre is to open in Colwyn, Wales on March 1st, with two more centres due to open in the coming weeks.

## SOFTWARE PRICE WAR RAGES

A recent spate of discounting has blossomed into a full scale price war that can only spell good news to the average software buyer. What started as a bid of discounting by Blackbusier to try and stimulate sales for the ludicrously overpriced *Scene 3* cartridge caused an escalating spiral of price-cutting. Future Zone, one of the country's biggest specialist retailers took their time to react, but when they did it was with sweeping discounts across the entire software range, including Amiga games. Some titles have been discounted by as much as £20.

## MODEMS NOW EVEN CHEAPER

Siren Software have just started distributing the Best Data 'Smart One' range of modems. The modems are capable of transmission speeds of up to 14,400 BPS, yet only cost £199.95. The modems feature full duplex, V42bis and MNP3 data compression, with Fax group III compatibility.

For details phone Simon Cobb on 061 784 7572.



# HEWLETT PACKARD

## HEWLETT PACKARD SUPPORTS THE AMIGA

Printer manufacturer Hewlett Packard recently announced the availability of specially commissioned Amiga drivers for the vast majority of its printer range, including the 1200C, the 550C and the Laser and Paintjet series.

The driver is pre-configured to produce optimum print speed and shade resolution, although it only supports 4096 colours so it still won't be able to produce a full range of output when used to print AGA or 24-bit images.

It's currently available in English or German and you can find out by contacting their Fax Information Retrieval Service on 0800 950271.

## EPSON PROJECTOR OUT OF PRODUCTION

Epson's Top Rated VP-100PS video projector (reviewed in CU AMIGA February 1994) has now ceased production. Although Visual Products had tied up a distribution deal for the projector, all the existing units have now been sold. Due to very popular demand for the unit, Visual Products are at present in negotiations with the manufacturers of a similar projector, which they hope to be distributing very soon, although they are unlikely to be able to match the VP-100PS's relatively low price of £799. Contact Visual Products on 0494 600601.

## CD32 USER GROUP

CD Exchange is a user group dedicated solely to the Amiga CD32. Members will benefit from regular newsletters and swap facilities. A quarterly CD-ROM is also being considered.

Membership is £9.99. Contact them at CD Exchange, Unit D5, 14 Tech House, Blackfriars Street, Norwich, NR3 1SF. Tel: 0603 662056.

# VISTALITE - FRACTAL LANDSCAPING FOR EVERYONE

Virtual Reality Laboratories this week announced the availability of a new special version of Vista Promotions program only requires 256k of memory (as opposed to the 1MB required by Vista 3.0).

Availability of Vista's important features have been retained, including variable tree types, rivers, rivers, seas and, of course, full Evaluation Mode which allows

you to render real-world scenes.

This remarkable feat of programming has apparently been achieved by creating a virtual RAM disk, so that when the program runs out conventional RAM, it can use a hard drive as spare memory.

The program, which runs for £39.95, is available from Meridian Distribution. Call them on 081 543 1000 for further details.

## TRIPLE VISION

A new company called Visual Promotions has announced its entry into the computer arena with a line of graphics related products.

The first is a T-shirt printing service. If you send them an IFF screen on a disk, they'll print the file in black and white or grey shades onto a quality white T-shirt for only £5.95. If you're feeling exceptionally flush, you can send two pictures and have a double sided shirt printed for only £8.95.

Video users will doubtless be interested to hear about their Visuals collection: a series of disks, each containing a collection of photo-realistic graphic files. The first volume consists of three disks of landscape and sunset images. The images are available in a variety of formats ranging from HAM and HAM8 up to 24-bit, BMP and TIFF. The set is a snap at only £5.95.

The final product is a book called *The Ultimate DTP Guide* and it'll come as absolutely no surprise to learn that it covers a variety of DTP related subjects including choosing a software package, page design, fonts and using graphics. At only £5.95 the book seems to represent good value for money. You can expect a review here soon. For further details phone 0303 245378.



## FREE COMMS GUIDE FROM US ROBOTICS

Modern manufacturers US Robotics are offering 300,000 free copies of a guide to on line services and Comms.

Entitled *The Sportster Guide to On Line Services*, the 45 page full colour booklet is primarily aimed at PC owners, although it also contains a great deal of interest to Amiga owners too.

The Guide is being distributed via a number of PC magazines, but if you have trouble tracking a copy down, you can obtain one from Sally Roberts, US Robotics, 224 Barkway Avenue, Slough, Berkshire, SL1 4QT. Tel: 0753 811180.



# BENEATH A STEEL SKY

## FEATURING...

REVOLUTION'S INNOVATIVE VIRTUAL THEATRE SYSTEM AND STUNNING ARTWORK FROM AWARD-WINNING COMIC-BOOK ARTIST DAVE GIBBONS. BENEATH A STEEL SKY IS A GRIPPING SCIENCE FICTION THRILLER SET IN A BLEAK VISION OF THE FUTURE.

ROBERT FOSTER IS AN INNOCENT OUTSIDER STRANDED IN A YAST CITY WHERE OPPRESSED CIVILIANS LIVE AND WORK IN SOARING TOWER BLOCKS... WHILE THE CORRUPT, COVETOUS AND RICH LIE UNDERGROUND, SHIELDED FROM ALL POLLUTION.

ALONE, SAVE FOR A ROBOT CIRCUIT BOARD, FOSTER MUST FIGHT FOR SURVIVAL... AND DISCOVER THE SINISTER TRUTH BEHIND HIS ABDUCTION!

*Virgin*



THE ONE 93%

"... we were concerned when LucasArts announced they were going to leave the Amiga scene, but with Revolution currently producing stuff like this, who needs 'em?"

CU AMIGA 95%

"Simply one of the best adventures ever released on the Amiga"

AMIGA FORMAT 94% FORMAT GOLD

"... one of the most enjoyable graphic adventures to appear on the Amiga for a long time."



SCREEN SHOTS MAY BE FROM A DIFFERENT VERSION

## MEDIAPOINT LICENCES

Active International have asked us to clarify the fact that users do NOT have to pay a licence to use their player program in an output mode only. However, if the player is used interactively as part of a communications network, a site licence of £150 per terminal is payable. The program itself has just fallen in price from £399 to £300.

Incidentally Scala requires a site licence of £99 to be paid for each location that the player program is used, regardless of whether it forms part of an interactive network or not.

## RUMOUR MILL



Commodore have just released another new A1200 based hardware/software package. Like the amazing 'Dance of the Vampires' was the 'CompuLink Combat' pack features a combination of games and applications. Included are a word processor - Wordworth 2, a personal organiser, a graphics package - Paintbrush II, and three games: Blizz the Lion, Zool 2 and Tobi Canasta.

When talking to C64, Commodore also hinted that their amazing, best selling, 'Dance of the Vampires' pack will be phased out in the Autumn. This will make way for an even sweeter pack, no details about it were available. The CompuLink Combat pack is priced at £240.

## Oops Corner WORDWORTH 3 UPGRADE

Apologies to Mendham Distribution who have apparently been swamped with enquiries from Wordworth owners looking for details about the upgrade to version 3. We should have told you to go directly to Digita International. You can phone them on 0395 270273.

# AMIGA GAMES

## Hints★Tips

# CHEATS

# ADVENTURE SOLUTIONS

## AMIGA GAMES BOOK

Serious Amiga gamers might be interested to know about a brand new Amiga games book which will help them to get the most out of their games. The book is absolutely chock-a-block with single line tips, cheat codes, walk-throughs and complete solutions.

Whether you've just come up against a temporary block, or you're deep at it games, this book can help you to improve. It contains hundreds, if not thousands of hints suitable for everyone from the newest beginner to the most seasoned expert.

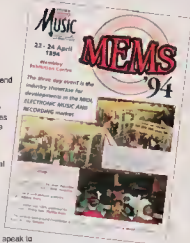
It's called Amiga Games, Hints, Tips, Cheats and Adventure Solutions and you can get your copy from Kume Books. For more details Tel: 0734 844335.

# HEAVYWEIGHTS TO ATTEND MEMS

Wembley Exhibition Centre will play host the MIDI and Electronic Music Show (MEMS) from April 23rd to 24th, 1994. The show has traditionally provided a forum for leading edge music companies to display their latest products as well as touring existing wares. It also gives a stage to some of the most innovative musicians and producers to strut their funky stuff.

This year's show promises some exciting new products, including Yamaha's 'virtual acoustic synthesiser', and their new TG300 tone generator. Akai will be using a Virtual Reality system to advertise their new products. Roland will be showing their whole range, including the JV-90 and the E-series of 'Intelligent' synths, while Korg will be wheeling out their showpieces from the recent Frankfurt Musikmesse.

Visitors will also be able to attend a number of seminars, while they'll also have the opportunity to speak to experts at question and answer sessions geared towards optimising users' music setups. Admission to the show will be £5 on the door, or £5 in advance. For more information, contact Westminster Exhibitions on 0222 511216.



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# TFX

REVIEWS

**PC PLAYER**

★★★★★

**PC ACTION**

90%

**PC ZONE**

CLASSIC 90%

**PC REVIEW**

9/10

**PC HOME**

91%



It's more than a straight flight sim; D.I.D. have emulated multi-million dollar flight simulators. When you play TFX the first thing that hits you is the detail of the landscape... over seven million square km appears on screen, with hills, roads and mountains all in the right place." **THE EDGE**

"The graphic detail is quite superb, with stunning visuals and strong sense of image, TFX is quite alien like watching a movie... when I first saw TFX my jaw dropped so far it took me 15 minutes to find it again! It's fast, good looking and fun." **PC REVIEW**



Tactical Fighter Experiment... the only choice worth making where state of the art flight simulation is concerned.

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Lockheed F-22

Lockheed F-117 Stealth Fighter

TFX... a simulation of the cutting edge of aerial combat enhanced by unprecedented in-depth research and authentic flight detail. Take on the missions... fight for peace.

DIGITAL IMAGE DESIGN

**ocean**

DIGITAL IMAGE DESIGN





# COVERDISK 78

## ADORAGE

Stunning! A fully-featured video animation package is yours with Adorage 1.81!

**A**dorage is a video effects package I hel specialises in creating professional quality wipes and fades. You supply it with a foreground and background image, select your desired effect, and Adorage renders a slick animation. For example, your production company logo could make an entrance onto the screen like an inflated flag, or it could break up into lots of tiny pieces and blow away in the wind. It makes an excellent alternative to boring old scrolling credits. Why not transform your titles with your cast list exploding into the foreground, or add a bit of spice to that scene change with a neat roller-blind effect? Your friends will adore it!

### YOUR QUICKSTART GUIDE TO LOADING DISK 78

Before you start, write protect your disk to prevent any mishaps. You need three spare disks, which can be either formatted or unformatted.



1 Insert Disk 78 into the internal floppy drive and turn the Amiga on.



2 Once the disk has booted up to a Workbench screen, double-click the Disk 78 icon.

3 Double-click the Task Force icon, and insert your first spare disk when the prompt tells you.

4 Replace Disk 78 when you're asked.

5 Repeat steps 3 and 4, first clicking on the Adorage icon and then on the NVR icon.

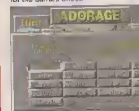
### GETTING STARTED

Adorage creates very smooth animations, but at the price of fairly heavy memory usage. If you've got a 1Mb Amiga, the first thing you need to do is create a 16-res interfaced 2 colour image. Do this with *Deluxe Paint* or something similar, and save it out to a blank disk. If you try to use the demo image on the Adorage disk with just 1Mb, you'll run out of memory. Even using 16-res interfaced 2 colour images, you may come up against memory problems. These can manifest themselves as crashes, partial lock ups, or simple 'out of memory' messages. Some effects will require a little more memory than others, so don't be alarmed if you first attempt fails.

Insert your Adorage disk and taset the Amiga. Double-click the Adorage disk icon, then double-click the Adorage program icon. The main control panel will pop up after a few seconds. Take a look at the available effects on the left-hand panel, and click one of them with the left mouse button.



A second panel will appear, which will vary depending on the effect you've chosen. As a rule, Adorage always has the suggested option highlighted in yellow, so if in doubt, choose that one. In this case though, you can pick any one you like. The options you see here are variables for the current effect.



Now you'll be asked to specify the foreground image. As you won't have loaded anything yet, click on File Select. If you've previously loaded an image, and you want to use it again, click on Image Repeat.



The file requester will be set up to load the demo image, 'Logo\_1FF'. If you have 2Mb or more, click the load button. If you have 1Mb, insert the disk with your previously prepared image into the internal drive, and click on the parent button. Select cancel from the requester, then click the DFO button. Now select the filename of your image and click on Load.



Your image will be displayed until you click the mouse.



The next panel asks you to choose your background image. To keep things simple, it's best to select the Empty option at this point. This will use a plain black screen as the background, and will save memory. If you have enough free memory, you could choose another

image from disk, or use one from the previous animation. The background and foreground images must be in the same resolution, with the same number of colours.



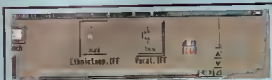
Next you can define a specific part of the image to be processed. If you want the whole screen to be affected, click on Fill Image. If you want to specify a certain area, then choose With Mouse. In this case you'll be able to crop out a rectangular section of the screen with the mouse. Holding down the left mouse button and dragging the mouse will alter the size of the selection window. To move the window, drag it with the bar at the top. Once you've got the window in position, click in the small square in the top left corner. Click on Use Previous Position.

The animation recording panel is



up next. Should you want to adjust the colour balance of either the foreground or the background image, click on Define Colours. Use the sliders to change the amounts of red, green and blue in each colour of the image. Move through the palette with the plus and minus buttons. Click OK when you're happy with it.

Finally, to render the animation,



## SOUND SAMPLES

After we crammed all the main programs onto Disk 18, there was just room for a couple of high quality samples from our resident sound expert Tony Dargan's expansive sample library. Both are in standard IFF format and can be used with OctaMED, Protracker, or in fact any Amiga sound program you could think of. To try them out, just double click their icons.



click the SSA Recording button. Your animation will now be rendered. When the rendering is done, you'll be returned to the main control panel.



AdoPlay program included on the disk. This must be used from CLI or the Shell. The usage is AdoPlay <filename> [options]. So, if you wanted to play an animation called

My Anim from a disk in the internal drive, you would enter ADO-PLAY DFO:MYANIM. The options are M (start with the mouse), E (play once only), X (play x times), and D (delay). Add any of these options to the line after the filename.

## PLAYING THE ANIMATION

Now you've got an animation in RAM, you can play it back in real-time. Click on the Control button on the Animation panel on the right of the screen. Click on the Play button, and you'll see the first frame of your animation. A click on the left mouse button will start the animation playing. Use the right mouse button to exit back to the main control panel.



To save your animation, click on the File option from the animation control panel. Insert a disk with plenty of space on it into DFO. Click on the Parent button, then cancel the requestor, and click on the DFO button. Click in the bottom box of the file requestor, and delete any text that may be there. Replace it with DFO:myanim. You can of course change 'myanim' to the filename of your choice.

If you have enough available memory, you can chain one effect after another, to make a more complex animation. Just select a new effect, and it will be tagged onto the last one. The forward/backward direction buttons define whether the effect wipes onto or off the screen.

There are times when you might want to replay your animations from outside the main AdoPlay program. In this case, you'll need to use the

## OPTIONS

There are plenty of ways to tailor the AdoPlay program to your specific requirements. Clicking on the ADO Pref button on the main control panel gives you access to the options screen. If you find that the display is slightly off to one side, use the Screen Position option to centre it up on your screen. Move the display around with the cursor keys.

You can choose whether you want your animations saved on as IFF files or SSA files. SSA files are incompatible with standard Amiga animation packages such as DPaint, but benefit from smoother playback with the AdoPlay player. Switching to FF will give you compatibility with any other Amiga animation package. A one second pause between each effect is the default, but you can change this to no delay or increase the delay in steps of one second. Spring Intensity gives you control over the 'springiness' of the effects. **20**

## IMPORTANT NOTE

Because of the way in which the unique Amiga animation system works, AdoPlay can only work with interlaced images. If you want to use an image that is not interlaced, take it into a paint program such as Deluxe Paint, stretch it vertically so that it's double the height of the original, and then save it as an interlaced image.



"Phonies" is just one of the many exciting effects that you can use to give your videos a professional touch. All the effects have stacks of variations, so you can tailor each one to suit your specific requirements.



# PARNET PROBLEMS?

Having been besieged by queries on ParNet, John Kennedy has finally relented and decided to give us the lowdown on the most common ParNet problems.

**P**arNet is a program which can be used to link Amigas. It does this by creating a new Amiga device, rather like a floppy or hard disk. This device can then be used to access the memory and drives from the other computers.

ParNet will work on any Amiga, from an A4000 to a CDTV. We have successfully used it to interconnect an A4000, an A500, an A1200 and a CDTV, which just about covers every kickstart and workbench combination gone. When the CD32 add-on becomes available, it should be possible to add it to the list.

## PROBLEMS

However, that is not to say that getting ParNet working is particularly easy. It requires a good bit of open-mindedness before it works perfectly every time.

By far the most common mistakes are made with the cable. So, check and re-check the special cable as per the instructions in the document that came with the ParNet software.

My set-up behaved erratically until it was discovered that one of the parallel port connectors had been screwed fully into place before the correct connections were made.

Also, ensure that you don't have a modem or any other peripheral connected to the serial port, as this can sometimes affect operation.

## SOFTWARE

The purpose of the ParNet software is to create a new AmigaDOS device, and this requires a little work on your behalf.

### 1. BOOTABLE DISKS

To start with, you will need two bootable Workbench disks, one for each of your computers. You will need two different disks, you can't share one between the both of them.

These disks must be configured so that each machine has the relevant files, for example, a CDTV must have a 1.3 Workbench, and an A1200 must have a 3.0 Workbench. Call the disks number 0 and 1.

respectively, and write the number on them to avoid confusion. Rename the disks DISK0 and DISK1 using the Workbench rename command.

### 2. INSTALLING THE SOFTWARE

First of all, you will need to get the software all together in one place, and the RAM disk is a good place as any Open a Shell window and copy the contents of the directory into the RAM disk, with a command sequence like this:

```
copy "cu #74:parnet/" ram
If you only have one floppy disk drive, you might need to enter RESIDENT COPY to avoid a lot of disk swapping.
```

You will need the conbie quotes because there is a space in the name of the floppy disk. You should now have all the relevant files in your RAM disk.

### 3. CREATING THE DISKS

Each bootable disk will need several files copied to it. For the first disk, open a SHELL and enter:

```
copy ram:parnet.device
disk0:/dev/
copy ram:netpnet-handler
disk0:/
copy ram:netpnet-server
disk0:/
```

For the second disk, open a SHELL and enter:

```
copy ram:parnet.device
disk1:/dev/
copy ram:netpnet-handler
disk1:/
copy ram:netpnet-server
disk1:/
```

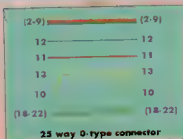
**4. ALTERING THE MOUNTLIST**  
Pre-Workbench 3.0 computers need a file called the Mountlist. This file contains information about the various drives and devices connected to the Amiga. Workbench 3.0 keeps this information in ROM.

If your computer is pre-Workbench 3.0, you will need to edit the existing mountlist. You can do this with the Commodore last editor ED.

If your computer is using Workbench 3.0 you will need to add a new Mountlist. Again, ED can be used to do this.

From the shell, enter the following list:

```
ed DISK0:/dev/mountlist
and then add the following:
```



```
NET:
Stacksize = 8000
Priority = 5
ClockVec = -1
Unit = 0
Device = dev:parnet.device
Surfaces = 0
BlocksPerTrack = 0
Reserved = 0
LowCyl = 0
HighCyl = 0
Filesystem = l:netpnet-
handler
```

Then do the same for DISK1  
ed DISK1:/dev/mountlist  
and add the following

```
NET:
Stacksize = 8000
Priority = 5
ClockVec = -1
Unit = 1
Device = dev:parnet.device
Surfaces = 0
BlocksPerTrack = 0
Reserved = 0
LowCyl = 0
HighCyl = 0
Filesystem = l:netpnet-
handler
```

Notice how the UNIT number has changed to be 1

### 5. STARTING THE COMPUTER LINK

Now switch the computers off, connect the cable and reboot them with their respective floppy disks. Open a SHELL window. Now, on the computer which has used DISK0, enter

```
NETPNET-SERVER UNIT 1
```

This instructs the computer to run a server program for the UNIT 0 machine.

On the computer which has the DISK1 boot disk enter  
NETPNET-SERVER UNIT 0  
You may wish to add these instructions

to the user-startup sequence (or start up till files on Workbench 1.3 systems.)

The network should now be running, but you probably won't see anything yet.

### 6. USING THE LINK

Open a shell on one computer and enter ed net:.

After a few seconds you should see a new icon appear. Still in the shell enter

```
ed net:fd0
```

Now you can access the other machine's floppy disk by using commands such as  
dir net:fd0

Hard disks, printers, serial ports and RAM disks and CD ROM drives can be accessed in the same way.

### 7. USING A HARD DISK

If one or more of the computers has a hard disk, you'll need to copy the files into the relevant L, C, and DEVS drawer, and everything will still work in the same way.

### 8. APPLICATIONS

A common application of ParNet is to add a CD-ROM drive to another Amiga. For example, an A1200 can be linked to a CDTV. The A1200 can then access the CD-ROM drive by using device name cdd.

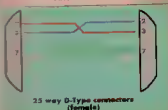
## EVEN MORE HELP...

Sometimes a particular system will misbehave for no good reason. Here is a list of things to check:

- \* Is the cable perfect?
- \* Are there any small programs running in the background?
- \* Has a good virus checking program been used?
- \* Are you trying to use the parallel printer port?
- \* Is a modem connected?
- \* Have both machines been reset together?

Please read the snopled ParNet document carefully. If you are still having problems, don't despair! The PD Library 17.8e test preconfigured floppy disks - one for each machine. They also sell a disk which contains in-depth help on ParNet. Telephone them on (0524) 368982 for details.

A new update to ParNet is available, called ParNet5. This is a few bugs and generally works faster. It requires Workbench 2.0 and up, but will work on a CDTV if you ask nicely and it's PD as well! ☺



# STREET SELF DEFENCE

The most effective street fighting techniques revealed by a top professional 'bouncer'

Top professional bouncer Paul Wellard has been attacked by fists, boots, pool cues and knives. He has learned a thing or two about what goes down in a real fight. As a 2nd Dan Karate Black Belt he has also learned that martial arts training is useful in a brawl, but it is no substitute for real street fighting 'know how'. An active participant in dozens of fights where brawling is quick, dirty and very violent, Wellard has compiled a unique guide to self defence.

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In his highly detailed books, Wellard draws on his experiences to reveal the psychology, strengths and weaknesses of a street fighter, the characteristics of a real fight (you might be surprised) ways of dealing with aggressive people and lots of tips and tricks. He presents the basic defence moves that can be applied to most types of attack, the most effective methods that he has used dozens of times to defeat stronger and larger opponents. Wellard uses accounts of his own fights to illustrate key points and offers straight forward training programmes to improve individual techniques. He supplies the critical information no one else talks about - that will keep you unhurt and intact.

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**ZOO**

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© 1988 Elite Elite Pinz. Published by Virgin Games Ltd.  
© 1988 Zoo. Published by Virgin Games Ltd.

**SENSIBLE SOCCER**  
Sensible, without the perfect looking of a shadow of a real, this is the best soccer game ever. **Amiga Power 45**

**JIMMY WHITE'S WHIRLWIND SNOOKER**  
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**ELITE-ELITE PINZ**  
Quite simply the most original game-play since the birth of computer entertainment. An all time classic. **PC Forum**

**ZOO**  
Zoo is a game in every way to what you'd expect from a perfect looking platform game. And in doing so has become the perfect platform game. I put it on all things cute and cartoonish, you'll love this, and if you want a challenge in platform games you'll still love it. **Amiga Format Gold 50**

**empire**  
S F T W A R E



# COVERDISK78

**Master Virus Killer 3 (MVK3)** is a super program which can be used to detect and kill viruses, as well as offering protection against future infection. You can also use the program as a handy virus reference source as it contains lists of all known viruses and boot blocks.

## MASTER VIRUS KILLER 3



Master Virus Killer 3 Professional is the long awaited commercial follow up to one of the Amiga world's most popular virus killers.

**A** virus is a small electronic program which has been created by malicious and sad people who have absolutely nothing worthwhile to sell with their lives. A virus is always self replicating and most are harmful to a greater or lesser degree. Some damage your disks as an inadvertent side effect of replication, whilst others are custom designed to destroy your data.

Fortunately, to date, all viruses are detectable, and can be eradicated with the right software tools. Master Virus Killer 3 is the latest state-of-the-art virus killing tool.

### AN OUNCE OF PREVENTION

There's an old saying that 'An ounce

#### DISCLAIMER

Neither CU AMIGA, nor any of its employees can be held responsible for any damage that the use of this program (correct or otherwise) may cause. MVK 3 is perfectly safe when used carefully in knowledgeable hands, but it has the potential to damage your commercial software, especially games. With standard tool systems used by system protection can be read as viruses by the package. If it does, do not rewrite the bad sector. Read carefully

of prevention is better than a pound of cure. And that was never more true than where viruses are concerned because, generally speaking, they're extremely easy to protect against. There are four simple measures that you can take to safeguard yourself.

1. Keep your disks write-protected at all times. Because viruses replicate themselves by writing to any unprotected disks, you can stop them dead in their tracks by simply ensuring that the write protect tab (the little black slider) is in the up position on

all of your disks. As long as you can see through the hole, the disk is 100% safe from infection.

2. Turn the power off for at least 20 seconds before loading any program that involves unprotected disks. Obviously, there will be times when you'll need to unprotect some disks in order to be able to save data to them. This is when they become vulnerable. If you've previously used an infected disk, chances are that the virus is now sitting in your computer's memory waiting to infect any other unprotected disks. Such viruses cannot remain alive in memory if you turn the power off for at least 20 seconds, so when you know you're going to use a program that requires unprotected disks, play it safe, and power down first.

3. Don't accept pirated software. The primary distributor of viruses is the pirate network. So, by accepting games from your mates, or buying software under the counter or from boot sales, not only do you hurt the industry, but you risk hurting your Amiga and its disk too.

4. Always check any new disks thoroughly with one of more virus killers. Although commercial programs and cover disks are extremely unlikely to be infected, it has happened several times in the past. Furthermore, I've encountered many



MVK3's Info option lets you get basic information on any floppy disk.

virus infected disks bought from reputable public domain companies too. So never assume that virus checking is someone else's job, after all, it's your data that's at risk!

### INSTALLING THE PROGRAM

First of all, follow the instructions earlier on these pages for expanding the program onto its own disk.

If you don't have a hard drive, or if you don't want to install the program to hard disk, you can load the program immediately from floppy disk. To do this, simply switch off your computer, place the floppy disk in the internal drive and turn the computer on again. After a short while, the title screen will appear. Click the right mouse button to continue, and the you'll see the Workbench screen which contains the MVK3 icon. Double click on this icon and a window will open containing the MVK3 driver.

Now double click on this, and the MVK3 icon it contains. The program will load fully and in less than a minute you'll be greeted by the blue-grey main program screen.

If you wish to install the program on to your hard drive, boot it in the normal way, then insert the MVK3 disk and double click on the MVK3 icon. Inside the window that opens, you'll see an icon labelled 'Install\_MVK3'. Double click on that to begin the installation.

Simply follow the on-screen prompts and the program will install Master Virus Killer for you automatically.

To load the program, simply go to the drawer where you told the program to install itself and you'll find an



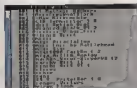
Viruses lurk in memory waiting to damage your disks. Master Virus Killers option lets you examine the relevant areas of RAM for suspicious tussling code.



The program can be automatically installed onto your hard drive, from which it will load on a cold boot.



If MVK3 detects a virus it will notify a virus and show you a screen similar to this one.



You can see lists of all known boot blocks (safe and unsafe) by checking out the Links menu at the top of the screen.

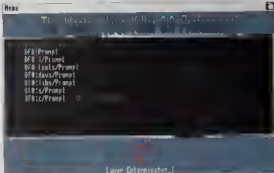
MVK3 drawer! Double click both that and the MVK3 icon within and the program will be loaded.

## USING THE PROGRAM

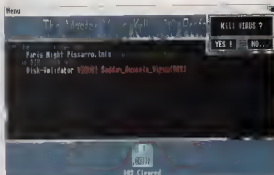
Once the program is loaded, you'll see the blue-grey main screen. At its simplest, the MVK3 will automatically check the boot block of any floppy disks inserted in any drives. If it detects a known virus, a warning noise will sound, and the words 'Virus Alert' will appear, followed by the name of the virus. A requester will then pop up asking if you want to kill the virus. If you click on Yes, then the virus will be eliminated. Tough if you choose, the virus will be left on the disk.

Please note! If one of your game disks becomes infected, killing the virus will often render the disk unus-

able. A general rule of thumb is that if the game loads even though the disk is infected with a virus, then killing the virus will not hurt the game. However, if the game no longer loads, chances are that the virus has already done its work and killing it will not restore the disk. However, it will at least prevent the infection from spreading. Games which boot from their own version of Workbench, are usually more tolerant of viruses than games which include their own special loaders and which feature on-



The program can perform a complete check of every single file on an AmigaDOS disk.



The Sudden Validator virus is one of the nastier file viruses. To end it, you'll need to do more than the standard boot check.

disk protection.

If a virus is not detected, the program can still return a great number of messages. These are designed to tell you more about the boot block of your disks, and will probably name the exact type of boot block that has been encountered.

## NON BOOT BLOCK VIRUSES

Unfortunately, although boot block viruses are by far the most common type, there are also many even more

virulent ones, including Startup-sequence link and file viruses. MVK3 does not automatically check for these, although it's a simple matter to do so.

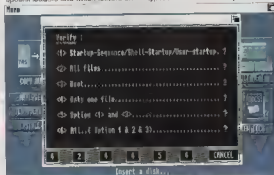
To perform a complete check for every possible virus type, click on the Link icon. A requester will open showing the various virus search options. Select option 6 by clicking box 6 at the bottom of the screen. The requester will disappear.

To demonstrate that the option works, insert a DOS disk (the Workbench disk will do). You'll notice that the program automatically checks the disk's boot block as before. Now click the Check Disk icon. A new window will appear, and MVK3 will start to list all of the files on the disk as it checks them. It will also OK them (as well as telling you what type of files they are) as it finds out that they're safe.

If a virus is detected, you will be offered the opportunity to kill it.

## PREVENTATIVE MEASURES

MVK3 can also protect your disks against future infection. It does this by installing a special program called Virus Detector Cleaner (VDC). This program adds itself to the startup-sequence of any disk it is installed on.



The Link Boot icon lets you decide exactly what type of viruses to look for. Although it takes much longer, I always use option 6 which looks for every type.



THE NIGHTMARE  
IS ABOUT TO  
BEGIN ....

In this 3D isometric adventure you play the role of Ebryn. As heir to the throne, your dying father gives you the sword with which he slayed the mighty dragon.

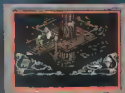
Journey through three extensive levels of atmospheric gameplay in your quest to uncover the mysterious curse of the Darkmere and avenge the people of the village - this time for ever.



True Rôle-Playing  
Game

•  
Over 600  
Different Screens

•  
Lasting Game Longevity  
And Playability



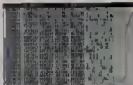
**DARKMERE**

Compatible with all Amiga formats (1 meg only)

**CORE**  
DESIGN LIMITED

Tradewinds House  
89/71A Ashbourne Road  
Derby DE22 3FS  
Telephone (0332) 297797  
Facsimile (0332) 381511





You can choose to look at the back black of any suspect (black) using the Viewbest option. Here you see the Mighty Byte Warrior virus as a black block. Notice the left title letters "DASA" is the middle of the code. Programmers might prefer to view an assembly listing of the best code. Fortunately, WBC can even provide that.

to and when the disk is booted the program activates itself, checking the computer's memory to ensure a virus isn't present. It will not allow viruses to infect any disks it's installed on.

To install VDC onto a disk, first ensure that the disk isn't write protected, then insert it into any drive and click the VDC icon. The process only takes a few seconds.

When a disk containing VDC loads, early on in the loading sequence the screen will briefly flash blue and a beep will be heard.

**Warning!** Do not install this program unless you're certain that it won't damage the programs on the disk. Generally it's safe to install on programs which load via any version of Workbench, and unsafe to use it on programs which have their own custom loaders, especially games.

## IF YOUR DISK WON'T LOAD

If your coverdisk doesn't seem to work as it should, then follow this simple guideline. Firstly, remove all unnecessary peripherals, such as printers, modems etc. Follow the instructions on these pages to the letter, and if after that you find that the disk still doesn't work, call the PC Virus helpline on 0495 358505 between 1030 and 1230 Monday to Friday. If they advise you that the disk is faulty, then pop it in an envelope with a covering letter explaining the problems to: CU DISK RETURNS, PC WISE, DOWNHILL OFF BUSINESS PARK, MERTON TYDFIL, MID SLANDORGAN CF46 2TY.

Please include 25p per disk to cover postage and packing, 150p for overseas readers! Your disk will be tested and a new working one dispatched to you as soon as possible. Please note that neither we nor PC Wise accept responsibility for any disk damaged due to negligence on the part of the user.

## DISK VIRUSES

We try to ensure that viruses do not get on your disks. We always have the most advanced virus checkers available when the disk is compiled and every program goes through rigorous testing. However, we can accept no responsibility for possible damage incurred by viruses which have escaped our attention.

# TASK FORCE



A well-drilled team of crack commandos are under your control from start to finish. Keeping them in your formation might look neat, but it's not the best tactical move!

**T**ask Force is a strategy game for one player. It is very much in the vein of titles such as Breach 2 and Dragon Force. There are a number of missions, but it involves you guiding a team of 5 soldiers around the landscape shooting or dodging the enemy.

Once the game has loaded, you'll find yourself at the main options screen. There are six options.

**Play** - Start a new game using the current settings.  
**Difficulty** - Easy, Normal, Hard or Mega.

**Music** - On or off.  
**Seed Taskforce** - Allows you to enter a ten letter initial value which determines many of the pseudo-random



As money is probably easy to come by, you can have all the guns in the world, but if you don't organize your troops properly you might get blown up... so heed these wise words and plan your assault carefully.

dom events in the game, including your team's power, and that of the opposition. This allows you to play the same missions under a variety of conditions. The same ten letters produce the same conditions. Centre **Play** - On or off. Tells the computer to move the map so that the current character is at its centre. **Instructions** - Find out more about the game.

## STARTING OUT

Once you've selected **Play**, you'll go to the mission selection screen where you can select one of the

eight missions to attempt. Clicking the next and previous buttons at the bottom of the screen allows you to view the different missions. The Map button will display the map associated with the current mission, whilst the Orders button will re-designate the mission text.

When you've chosen a mission, click the red Next button at the top of the screen to go to the team supply screen, where you will choose the equipment that your team will carry.

The team members can be selected by clicking on their icons at the top left of the screen, whilst equipment can be chosen from the list at the right by clicking on the required item; then on the Equip button.

Each team member has a random, but strictly limited amount of cash. Indicated by the number next to the money bag icon. Naturally each piece of equipment has a price attached to it, and once your money's gone that's it!

When your ready to begin your mission, click Next again.

## PLAYING THE GAME

The game is played in alternating movement and combat rounds. You use the movement rounds to position your troops and the combat round to do any fighting that needs to be done.

Each member of your team has a certain movement allowance, which is different from character to character. According to their choice of weapons, they also have various combat ranges.

The game starts in movement mode. The character whose turn it is to move will flash briefly. Using either the keyboard cursor keys, or the mouse and the green on-screen arrows, move the character wherever you want them to go.

As soon as they run out of movement points, their turn will be over and the next character will flash. If you want to end a character's turn before they've used all of their points, click on the Pass button.

You can scroll around the map by simply moving the mouse to the edges of the screen.

Once everyone's moved, you will go straight into the Fire phase. This is where you get to shoot at people if you want. Start by selecting a weapon from the selection shown below the current character's picture at the left of the screen. You must then select a target. Move the cursor on top of the target using the mouse. If the target is in range, a square will appear around them. To shoot, click the left button.

Every shot you or the enemy fires takes into account the distance to the target, the type of weapon, the shooter's accuracy and a small random factor. This means that just because you appear to score a hit, doesn't mean that the victim faces really dies.



Each team can be used to do their own mini-mission, so you can get up to all sorts of weird things, such as shooting 'over you' in, in going in, so you race up to the entrance of the enemy HQ.

The enemy also has a variety of logic modes which determines the way that they will react to your presence. Reactions include standing their ground, running away and running towards you returning fire.

The game is over when you either achieve your mission or run out of squad members.

## INFO

Task Force was written by Mark Shewby who is 21 years old and lives in Crews. Mark has entered just about every CU competition in history. In fact he even managed to win our Time of the Month competition a couple of years back. He's been regularly producing shareware and public domain games, and he writes in 100% assembly language.

Mark wrote all the code, designed the graphics and wrote the music for Task Force.

If you like software and would like to see it published, and even perhaps earn a little bit of money into the bargain, send your contributions to:

Andy Learning, Coverdisk Submissions, CU Amiga, Piory Court, 30-32 Farrington Lane, London, EC1R 3AU.

**OFFER ONE!  
CRAFT FOR AMOS  
MANUAL  
ONLY £9.99**

# CRAFT

## BLACK LEGEND SPECIAL OFFERS

If you want to use your CRAFT for AMOS coverdisk to its full and maximum potential and unleash the massive powers within, why not purchase the original program's manual at the special price of just £9.99?

CRAFT will give AMOS possibilities and commands that up until now you could only have dreamed of. It will shortly become an integral extension to AMOS and you'll wonder how you ever managed without it!

Here is a mere selection of the doors CRAFT will open for both beginner and expert with its over 160 new instruction and functions:

- Colour handling including multi-palette banks and colour spreading.
- Requesters
- Audio system for Sound and ProTracker music
- Fractals (both Julia and Mandelbrot) at a speed previously exclusive to Assembler
- Turtle graphics

The comprehensively written 65-page manual will give you all the information needed on each command and include many useful examples.

The manual is easy to use, thanks to its good layout and the inclusion of a most helpful glossary.

The handbook is written both for beginners and experienced users alike and also offers interesting background information on subjects such as Mandelbrot and Julia fractals.

If you want to get the most out of your coverdisk (and AMOS), then there is no time to waste - fill out the coupon below and return it without delay!

**W**e have another special offer for CU AMIGA AMOS enthusiasts. Now that you have read about and been able to use CRAFT for AMOS, we can offer you the complete boxed version for just £19.99! (It usually sells in the shops for £25.99.) And this gives you a budget game from the Legend label value.

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# FOR AMOS



# COVERDISK 79

## KINGS QUEST VI

### PLAYABLE DEMO

**Not content with bringing you the first review of Sierra's new adventure, we're even giving away a complete demo of the game. Steve Keen guides you through this fab game.**

#### QUICKSTART GUIDE TO LOADING DISK 79

Find the completely obvious stuff. Not everyone's a closet battler or polyester-clad Clive Sinclair you know. Here's the bare basics you need to know to get this month's incredible cover piece up and running like a diabolical greyhound. Follow our step by step, lead pencil and 'fancy line' disk routine and you'll have us problem jumping straight into the action.

1. It could've been simpler. Firstly, write protect the disk.
2. Now place your protected coverdisk in the drive and turn on your Amiga. The programme will boot up automatically.
3. Lastly, unless the F-keys, select the game that you want to play and away you go!

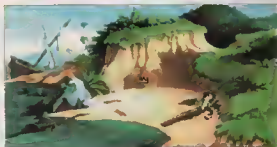
You start off life on the beach surrounded by lots of wreckage.

This month's fantastic playable demo is Sierra's latest graphic adventure, *Kings Quest VI*. It's not a small taste of what's to come when the full game is released, but what an appetiser this is! The final game is a whopping size, one to weigh in at no less than nine disks, no space on this month's cover disk is lighter than an elephant's underpants! Enough idle chat though, why not plug in, sit back and let the adventure begin.

First, let me fill you in quickly on the background details. The game's plot is thicker than a whole omelet, but for now all you need to know is that the prince in question is playing a visit to his would-be girlfriend, Princess Cassima. While on the way the ship he's travelling in is struck by a ferocious storm and, as the gargantuan waves lick the deck, the hopeful young lad is knocked unconscious.

Fortunately for you that's not the end of the tale (it would be a bit of a swindle if it was) and an amazing adventure awaits the Prince on the lost islands belonging to his royal beau. The puzzles and path the game follows is bound to prove problematic for a small section of our non-adventuring readers, so with the help of those excellent programming bods at Revolution, we have put together this complete walk-through guide to the demo. So close your eyes if you don't want any help... no peeking now!

Once you've finally completed the demo, turn to page 73 for the full exclusive review of this monster game! So, what are you waiting for people? Get stuck in!

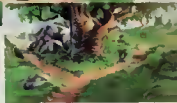


A quick dig in the sand reveals buried treasure.



#### CONTROLLING THE BEAST

Here's a quick rundown of the simple controls. The whole game is mouse led. You'll notice that the cursor constantly changes shape. These are the different actions that you can perform. Walk, talk, touch and look. The fifth icon is reserved for any objects



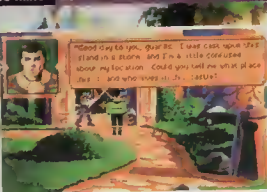
Follow the yellow brick road

that you pick up, so you can always have one ready in your hand. The icons can be scrolled through by clicking on the right mouse button. To activate an action simply click on the left button. The same can be achieved through a menu bar that's hidden at the top of the screen. There's also a save and load game icon and an inventory check that shows you what you've picked up.

#### KINGS QUEST VI DEMO SOLUTION

Please note that specific flags have been preset to allow the player to trigger certain sequences that would otherwise not be available.

Occasionally text will appear referring to events that the player will not have experienced in this demo.



Don't know where you are? Why not ask the bouncers?

Prince Alexander regains consciousness on a beautiful sandy beach. The shipwrecked galleon lies behind the cove in the distance. Stumbling to his feet he gives the surrounding bay his full attention.



The object of your desire.

Move over towards the left-hand side of the screen and look for a glittering ring in the sand. Pick up the ring. Move over to the right-hand side of the screen and move the wooden plank. Underneath a you'll find a wooden box.

Open the box and remove the coin. Leave the beach and take the long wooden path towards the castle. Approach the castle entrance and engage the guard dogs in conversation. Try giving them the coin to let

The menu bar in action.



the bird. Pick up the ribbon that the bird brings back from Cassima. Return to the shore where you started the game and wade as far as you can into the water. This ends the demo and, if you wish, you can start this brilliant demonstration all over again.



By Syd Bolton & Ben Hannaman



Remember having to draw all of these

# DOTZ

**D**otz is one of those games that's been re-worked countless times over the years, and with every re-working of the formula, so a different name is born. In the past it's been called Squares Lines, Pavings and we've even heard of a version called Cubicks! But, as soon as you get a glimpse of the screen shots on this page, you'll know that leopards don't change their spots!

Dotz is a classic classroom game that's been brought back to life with an smashing Amiga version. Although many of us will have played it on graph paper, with a pen or pencil, the computer version is no different. Oh, apart from the fact that you don't have to waste your time scriawling out all those dots on scraps of paper anymore, they're all drawn by you Amiga.

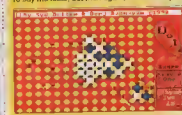
Most adults will be familiar with Dotz and for those of you who've never seen the game before you'll be relieved to know that there's nothing to playing it but hours of fun. The controls are rudimentary to say the least, but then again, if


they weren't, the game wouldn't have survived in the classroom all these years!

Dotz is set up for two players only. Two friends take it in turns to lay down a single line joining two dots. Just place the mouse cursor between the two yellow dots where you want to position a line and then press the left mouse button. Then pass the mouse over to your opponent for his turn. The ultimate aim is to form squares which are filled in and colour coded according to who completed the last section to form the cube. As long as you form squares you can keep having goes. But there's no point in trying to cheat your way through by taking more turns than you're entitled to - a tiny number 1 or 2 appears above

the mouse pointer to keep you up to date with whose turn it is.

The game ends when the grid is completely full and there is no room left to make any more squares. The player with the most squares filled in is declared the winner. Dotz is a simple but fun trip down memory lane.

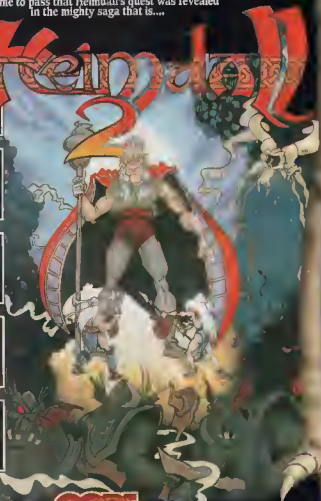
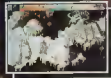
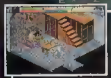
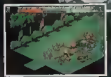
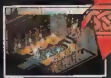




And so it was that during the age of Ragnarok, Heimdall, beloved of the Gods, came to Earth from Valhalla to find the pieces of a Sacred Amulet - the power of which would banish the evil Loki from the viking lands.

It came to pass that Heimdall's quest was revealed in the mighty saga that is....

# Heimdall 2



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[illegible]









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GENERATOR THAT IS CREATING  
AN ENDLESS SUPPLY OF  
INFILTRANT SOLDIERS!

THE DISEASE OF THE  
OF THE 21ST CENTURY  
THE ACTIVE WEAPON


THE COIN-OP CONVERSION OF THE DECADE  
THE ONE

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LTD

# Setting up shop



**Cashing in on your Amiga skills isn't easy, but with a good idea, lots of enthusiasm and some solid backing it is possible...**

**Tony Dillon shows you how five companies managed to make it big from small beginnings. Could you do it too?**

I can remember a time when small software houses had to bring games to you because there were no any rooms in their kitchen for a press conference. Then along came the big corporations and the console makers, and money flooded into the market. If you didn't have an office and a fax machine, you didn't get on the scene. There was nowhere for the home maker to go.

Then the PD market exploded and homebrewers became the place to be. You only have to look at the success of the PC to see the quality that is available. In effect, PD became the new cottage industry, able to do its own low pricing, coding for it could never be a full-time profession for the hundreds that do so. But now home coding seems to be making a comeback. The corporates have become too big for their own good, and product quality has slipped a little. A change was needed, and some 17 were the people to do it. Against the odds, they managed to create a home and a new industry, simply by thinking of the consumer rather than the bank and opening up a software industry to all and sundry. Now you too can have a rumour game!

We decided to talk to some of the other companies who are proving that, against the odds, it can be done. We asked them how they did it, what advice they can give you, the potential of Amiga Modems and the future of the home. Here is what

LEVELS

EN

However, ASD's reputation  
kind of game intro. The  
only in the Northwest 16-bit  
the chairman. Reminded in its  
highlighted, it's the best shopper  
video game this side of Northwest.



# Arcane Entertainment

**A**rcane Software Developments, AKA ASD, was set up in September 1991. Its sole aim was to develop superior quality software that stands out from the already vast amount of software available in the marketplace today. They also aimed to encompass unique graphics, sound and cunning gameplay, founded on and backed up by superior coding from its in-house programming team.

Stephen Iles, ASD's Managing

Director and Director of Projects entered the industry in 1988, learning from the raw talent of people like Nick Wilson, Clive Townsend and Simon Fritches. Already with seven years of computing experience behind him, he joined the industry with a vast amount of knowledge of what made slick and highly enjoyable computer games that people would want to play. Before setting up Arcane Steve completed an ITEC college course where he studied

business practice and office skills going on to manage a computer and software retail outlet and achieving record sales using unique marketing strategies. With this experience he then went on to work for the Virgin Megastores where he headed the information department and general enquiries. Here he gained invaluable insight into the likes and dislikes of the average games player by carrying out numerous public surveys

Soon, with both the management and retail experience he had gained, it was time for him to start his own development group.

## INTRODUCING

ASD's first project was the famous 'Powermonger' intro for Bullfrog's Electronic Arts. This brought them much acclaim, and they were asked to do the Populous 2 and Birds Of Prey intros. The latter was widely described as the best intro to ever



Just two of Arcane's stunning rendered images for Virgin's upcoming Warcraft II: Tides of Darkness. By using soft focus, the pictures have a striking sense of depth.

## Coming Soon...

### TURBO TRAX

A master of a racing game, *Turbo Trax* is *Super Sprint* on steroids. Race all manner of vehicles around all manner of tracks, in and around cities, forests and even the odd Fi race track. The game looks brilliant, but what is most appealing about it is the feel. A lot of time has been spent getting the traction and skidding just right. So far this looks as though it could be a game to rival the best of *Sideways*. More as we get it.



Turbo Trax is Arcane's first independent release and it plays as well as it looks, will be a hot seller.



game a computer game. They also scripted and produced the intro to *Desert Strike* on the Amiga, but this was not used as the game ended up on too many disks. Then only game released to date is *Rubicon*, but this however was not developed solely by ASD. Currently, they are developing original product for Virgin Interactive Entertainment, including the artwork and intro animation for *Warerwolf KA 507* — a new combat flight simulator — and two of the in-game characters for *Dragon*, the game of the film.

A unique member of the design team is Kevin Williams. Kevin started his career in computer games and co-designed *The Last Ninja* among others. From here he took his skills to both *Electrocoin* and *Cepcom* where he designed software for arcade machines. Collecting his many talents together he then moved on to Rediffusion where he designed the entertainment software for the virtual reality capsule called *Commander*. All of the game designs are now overseen by Kevin, he also manages to supply Arcane with some of his own.

### LIFT-OFF

Arcane have recently announced that they intend to launch themselves as a mainstream publisher. On December 14th Arcane Entertainment was officially born,

with Arcane Software Developments as an additional label.

"We felt that with the amount of people now dropping the Amiga platform, and the amount of good quality designs currently held by us it was the only choice. *Supreme Warriors*, for example, is a product that we spent a great deal of time trying to sell on the Amiga, and although the response was "Yeah an amazing design", many of the publishers were not interested in this as a single version. Hence it is currently in development under Arcane's roof. As far as having problems there were a few setbacks but these were down to dodgy programmers at the end of the day. Apart from that, things seem to have gone very smoothly," says Stephen.

Future plans for Arcane stretch to possible investment in Multimedia and continued to steady expansion, as well as producing "stunning original games that the public will want to play".

Details of projects this year include *Turbo Trax* on Amiga 500/1200/GD32 as well as two other titles. Next year will see the release of *Supreme Warriors* and *Esans XII*, an A1200 shoot 'em up. With a very strong marketing arm on their side, Daze Marketing, they are now in a position to push the Arcane name and its product to the very maximum of its potential.

One of the prime examples of home grown software publishers has to be New Zealand based Acid Software. Responsible for the infamous programming package *Blitz Basic 2* and the runaway success (that is *Skidmarks*), the team have risen from relative obscurity to media darling in less time than it takes to bail a Volkswagen.

Composed of Simon Armstrong, Mark Sibly and Andrew Beckbourne, the team recently set up a European base in Camden Town, thanks to the marketing skills of Frenchman Benoit Vercasse. Benny tells CU AMIGA how Acid first began. "Acid started 3 years ago in New Zealand with the release of *Blitz Basic II* in Asia and America. Then in September 1993

## Acid Software

Acid established its European subsidiary to publish their products. The whole thing started in June. I was finishing an MSc at Kent University when a good friend of mine (Mungo Lear, then at DMI) told me about a totally amazing package called *Blitz Basic*. Simon Armstrong wanted me to translate the Blitz manual into French. After DMI collapsed I proposed to Simon to set up its publishing subsidiary in the UK and we launched our first product, *Skidmarks*, in December."

### BIG MONEY

So who are the people behind this licence to print money? "All the people working at Acid Software have been involved in computer software

The Acid boys in action from top — Benoit Vercasse, European PR and marketing, Simon Armstrong, the big boss and Mark Sibly, sales coordinator.



since the first 8-bit machines. This explains our commitment to play titles over anything else. Simon Armstrong, the big boss of Acid has been involved with developments on the Vic 20 and Commodore 64 although his first big achievement was a program called *ColorVision* on the Amiga.

"Mark had, of course, written *Blitz Basic 1* before the sequel and before that had been a programmer for Commodore New Zealand, designing games for the C 16. He also wrote heaps of software for the Apple II/Vic 20/C64 including 34



The rendered vehicles make all the difference to this superb game.





Skidmarks featured 95 ports of tracks. Some had jumps.

BASIC compilers and 135 versions of Defender (I'm not quite sure if I can write anything else really...), I wrote a few games for Amstrad machines, published in France. I also wrote Cool Croc Twins on Amiga/ST, and started a few lousy ventures before Acid, and did some consulting for different French and English distributors.

Andrew was an 18-year-old student who just happened to also be a Blitz user when he started to write Skidmarks.

With that much knowledge of the industry behind them, why decide to set up an independent team?

"To be free! Publishing for ourselves means we are able to release exactly what we want, without being driven by any financial considerations other than paying our bills.

I think the main reason is that none of those working with Acid would really fit in with a normal games publisher. We are really too crazy for that (especially Mark). Plus, Simon and Mark always wanted to set up a publishing company in New Zealand.

Simon I always wanted to start my own publishing company independently, something different to what's out there, getting together was the best thing that could happen."

## EASY?

It can't all have been as smooth as that though, can it? There must have been some problems.

"Taps of problems, man. I started by selling Blitz from my student bedroom in Canterbury. We sold 15 the first month! The problem was to turn this microscopic venture into a real company in less than 3 months. And Acid Software New Zealand was really very short of cash at that time, since DMI went bust and Woody's World that Simon was handling for Vislon was badly released.

Also, as neither Simon or myself

could afford a plane ticket, we never met each other before February and we set up the entire deal by fax — which caused a few communication problems. Anyway, I ended up borrowing £2,000 from my lovely sister and went to London to sort a fax and set up a kind of office in it" continues Benoit.

"Then the real problems started: first of all it was very hard to open a bank account for this company (a French guy setting up ACIO software with a bunch of Kiwis!). Then nobody wanted to let us produce our goods on credit, basically nobody trusted us.

Luckily, we came across a few good companies like The Software Business and especially CDS Software from Doncaster which realised our potential and helped us at the night time. They don't regret it now that Skid is on top of charts and Blitz is recognised as the best development tool for the Amiga.

"Amiga users have understood that we are working for them (which is why we don't release any rubbish Hollywood licences with no game-play) and everything seems a lot easier. But setting up the whole

thing going from zero to the top, that was really a blast, I would have done it just for the good time."

## WHERE TO NOW?

But where do Acid go now? Benoit replies:

"Well, the most important plans at the moment would be some holidays. Mark and Simon are, at the moment, in Disneyland, but I am thinking about a more relaxed destination, Jamaica maybe, then it will be time to release the CD32

enhanced version of Skidmarks, together with new track discs for floppy users.

"Then we'll have Mark's new game, Guardian (The Amiga equivalent of the Nintendo game, Starwing). We really look very strong about this game, I really think you will all be blown away.

"We decided to do the CD32 first so that we can really take advantage at the machine (especially the seven-button joystick, perfect for playability) and give the CD32 the software support it deserves. So CD32 users don't worry, Guardian is coming and it is the best thing that could happen for your machine.

"Apart from that we have a few other plans for the next Xmas season that I don't want to unveil now. We also expect a lot from our UK Blitz users. There are thousands of them out there, we have brought them the best development package there is, I am sure something good is going to come from them. We are obviously interested in publishing any Blitz software that meets our quality and game-play standards. So UK users, keep on hacking. If an 18-year-old kid can write Skidmarks in Blitz, you can

do something cool too.

Finally the success at Skidmarks means we have quite a bit of cash to play with. We are interested in meeting top (but really top mind...) artists, musicians etc., that would like to work on some of our projects or need sponsorship for their own projects.

We are obviously looking at new 64-bit platforms although we are and will remain, an Amiga software publisher first. The only condition for being part of Acid Software is to be really interested in video-games themselves (not just the money they generate, like 95% of the people I've met in the industry), to commit to playability and be a cool bloke who likes to party a lot!"

"As for the money we make sure at Acid that everybody gets a fair share and is happy. Maybe in a couple of years, we'll be able to offer Serebia a deal, those guys are really hot, we respect them, I just hope they like to party too!

And finally, if we get successful enough, we would like to get involved in politics and try to change the way people think a bit, maybe help the world be a bit less competitive." Benoit concludes.

You could almost believe them too. Acid Software have come from nowhere to the top in no time at all. At time of going to press, Skidmarks has sold over 15,000 copies! Not bad at all for the guys who just want to party!

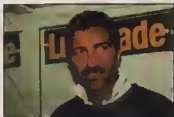
## Coming Soon...

### GUARDIAN

Originally titled Starwing, Guardian is Mark Slaty's interpretation of the SNES game Starwing and it plays even better than it looks. ADA only at this stage, the game features mini-cars and sounds that are contemporary, and features the player as an intergalactic star jockey performing missions for a military organisation. More news that is available to tell you at present, as the game changes so much from week to week. We'll have more info as soon as we get it.



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A frozen frame of the destruction available to you as a ZeroWolf pilot. And these are the small novelties

## Binary Asylum

Binary Asylum quietly stepped onto the scene a year ago, coming from a mainly journalistic background, and have remained quiet until now, with previews and interviews on the soon-to-be huge seller ZeroWolf appearing all over the news stands. PR man Andy Smith tells the tale, exactly how it is: 'Binary Asylum was officially formed on March 1st 1993, although it had been in the planning stage for some years prior to that. Myself, Bob Wade and Andy Wilton (Binary Asylum's main team) met when we were all working on Future Publishing's ACE magazine (later owned by EMAP Images), and because we were all totally into the games scene the pub next door to Future's offices saw many a heated (and usually drunken) argument about the pros and cons of the latest batch of software.

'This was back in '88, when the

first decent games were starting to appear on the Amiga and ST, and the computer games industry was starting to enjoy a bit of a comeback thanks to these more powerful machines. But all three of us were slightly disheartened because it was still rare to find a game that was actually any good and so we all thought then that what we'd really like to do is quit this magazine lark and actually produce some games that we would enjoy playing ourselves.

### CAPITAL RADIO

'Unfortunately, we didn't have the kind of capital needed to start a software house at that time but towards the end of '92 the capital was there. Bob and myself left Future in early '93 and switched from reviewing games to producing them - mainly because Andy Wilton had by then been working on a 3D Amiga game



for about a year, which was good enough to convince us that we could actually make a go of Binary Asylum."

With their undisputed insider information, wouldn't it have been easier to go with a major company at that point? Why go it alone?

Andy replies: "Two main reasons really - money and control. When we first decided to form Binary Asylum and before we'd actually looked too closely at the costs involved in publishing a game, we rather thought that we would indeed have to sign with an established major software house and limit ourselves to being a development house. At the time that didn't sound like too bad an option - we'd develop what we thought were good games and would then let someone with more publishing experience publish the games on our behalf.

"There's nothing wrong with that route, but it does mean you're actually giving a lot of the game's profit to the software house - sure, they're taking the risk in publishing your game and they're doing all the donkey work involved in actually getting your game onto the shelves at Sainsbury's or Boots, but if you believe your game's good and you believe that people still want to buy good games and you can afford to take the risk yourself then why not? It means, of course, that we have to spend a lot of money hiring the people we need to handle bringing the game to market, because none of us have any experience in that field - but having said that, once we've gained the experi-



Tanks? No problem anymore with the new Tardis away missions. Simply line up and fire and it's goodbye tank blues.

ence we'll be able to do that much more and have that much more control over those aspects with our next game.

## IN CONTROL

"There's also the question of being fully in control of our own destiny - if we want to publish a game in the middle of July, when other software houses would rather hold it until Christmas, then we can go ahead and publish in July. If we want to market the game in a certain way and not

low 'traditional' paths then we can do that too. Being independent means that we make all the decisions and have no-one to answer to. Of course this means that if some of our decisions are wrong then we have to carry the can for them, but hopefully we'll learn from them and will be able to use our experience when we publish future games."

An idyllic situation to be in. Can it all have been so easy?

"Problems? - Very few so far. Because we'd all worked in the industry and because this was something we actually spent a lot of time thinking about, we were aware of all the pitfalls and problems that were likely to arise beforehand, and so they've been easy to deal with. Nothing ever runs as smoothly as you'd like them to, of course, but at least if you're aware of what problems you might face and can devise contingency plans before they occur then you're going to be much better prepared should things go at all pear shaped.

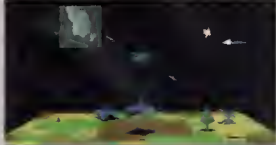
### Advice?

"Believe in what you're doing but be realistic. Don't try to do everything. It is simply beyond your capabilities (financial or otherwise) and remember

that everything takes twice as long as you originally thought it would."

And after Zeewolf?

"Once Zeewolf has been published we'll be straight into our next project - Binary Asylum intend to release three or four quality products a year and we aim to expand very slowly. We don't ever want to get to the point where we're simply pumping out games (or products as they'd become) simply for the hell of it, or to make a fast buck. We only want to publish games that we would go out and buy and enjoy playing ourselves. Then we all want to retire and run a beach cocktail bar in the Bahamas!"

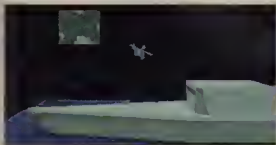


A quick tag on the rope and the tank to left hanging.

## Coming Soon...

### ZEEWOLF

If this game reminds us of anything, it has to be David Braben's wonderful 3D opus *Virus* (formerly *Zork*). Like *Desert Strike* viewed from the side, the game has you doing all the things that active helicopter pilots do (rescue people, destroy buildings etc) while doing all the other things that helicopter pilots do (play on the eh, for example). It's fast, it's colour, and it's pretty damn exciting looking. More soon.



Just two shots from *Zeewolf* and another game. You might have noticed the resemblance to David Braben's *Virus* but this is much more to play.

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The game is available  
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after launch from  
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# Daze Marketing



No, don't run off screaming. These aren't the Krays. They're the boys from Daze.



Robinson's Requiem is the first 3D survival simulation and there are just some of the things you'll need to face

**N**ot all software developers need to publish the games themselves. One offshoot of the resurgence in the cottage industry has been marketing and sales teams such as The Software Business and Black Legend, who take on the work of independent developers and handle all the distribution, without the high loss of profit generally connected with major Daze Marketing are one of the more recent and more successful of these teams, and Richard Hennierley tells all: "Daze Marketing was launched in January 1992. I had two main reasons for setting up the company: firstly I had a personal desire to be my own boss and secondly I had, in my time in the business, identified a distinct opportunity in the market. I recognised that there was no company in the computer games industry that dealt exclusively in representing (in terms of sales, marketing and PR) the interests of overseas publishers. In the UK and territories outside their home country. It was clear that there was a great deal of talent on the continent, producing excellent games and needing the opportunity to get them across the whole of Europe. That's the opportunity that Daze Marketing offers them.

## CONCEPTION

"When Daze was conceived there were other companies handling overseas developers' games but only as an adjunct to their existing publishing business. Products from reprinted labels got a second best service and were considered less important than those being developed in-house. Often they were simply exploited as sources of quick cashflow between releases.

"So Daze stepped in to offer a full service to foreign labels seeking a base in the UK and pan-European distribution. We concentrate solely on their needs, with no involvement whatsoever in development or other forms of publishing. The formula has proved to be an outstanding success. Over the last 2 years we have proved ourselves to be the best agency in the UK for establishing Europe-wide sales and a solid brand identity for independent labels."

So who are the wacky, short-haired crew that make up Daze Marketing? Managing Director Richard Hennierley has been in the business for about seven years and has worked under the banner of both Prism Leisure and Palace Software before going it alone with Daze PR



Robinson has been slumped on an island with no food or means of escape.

and Marketing Manager Cliff Guy spent an equal number of years as a publicist in the book and magazine publishing industry before stepping into games publishing. The team is supported by Louise Alexander, who takes care of the accounts (in between pursuing a career as a portrait artist) and new recruit Dowan Raman who takes on a dedicated customer support line providing one more valuable service to their clients.

## FOLLOW MY LEADER

Anyone considering following the same road as Richard would obviously want to know what to look out for along problem street, and Hennis is happy to oblige: "The ideas I had

for Daze's method of operation would not have worked within a traditional publishing environment. To make the ideas work I had to branch out on my own and I wanted the independence that this would bring me. As far as problems go, there were only three: Cash, cash and cash. I was very lucky as I was backed by some kind people within the industry. If I had had to go to the banks for finance, it would have been a very different story."

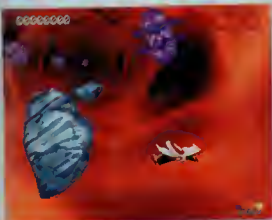
Daze has a very busy few months ahead, with the release of Ishar 3 from Silmaric in May, and their proud breaking survival simulation Robinson's Requiem. They release Aucor's new toy management game On The Ball in May too along with Bloodhouse's Superstardust for CD32 and A1200 in May and June respectively.

Closing words? "We aim to continue to offer excellent representation for our existing clients as well as exploring marketing opportunities for potential new clients. Our aims are long term - to build up a successful, high-profile for our clients and their titles."



A sneak look at Ishar 3.

# Bloodhouse



One of the fantastic tunnel sequences in Super Stardust.

**B**loodhouse are a very new label, having only released a single game so far. Based in Finland, the boys are men of few words, happy to let their games speak for themselves. I sent them a short list of questions, and they returned a short list of answers and a long list of games currently in development. Here's the lowdown as I received it.

**Q** How and when did the company begin?  
**A** We noticed that there aren't any software publishers here in Finland. However despite that, we have a lot of talented programmers, graphic artists etc in our country, but there weren't any software houses.

So, we decided to change that and Bloodhouse Ltd was born.

**Q** What is the history of the team members?

**A** Most of our members have a demo scene background. Some are just everyday video game fanbois.

**Q** Why did you decide to go independent rather than work for an established company?

**A** This way we can do whatever we want.

**Q** What problems have you had up until now?

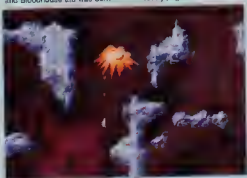
**A** The hardest thing that springs to mind was getting a financier.

**Q** What are the plans and aims of the company?

**A** We will start to support Amiga and CD32 actively, but we'll start developing games for consoles as well. Bloodhouse operates from Finland. This is a little problem, because our main markets are in UK and Europe, so we would like to establish a UK office in the future.

Short but sweet, you will agree. But to the point. Patrick Puttonen then went on to detail all the upcoming Bloodhouse products, which you'll find in the box at the bottom of this lovely page.

Looking over the world in Utopos. Control an army, the galaxy and then the Universe.



Benjamin And The Alien Incident.

## Coming Soon...

### SUPERSTARDUST

The AGA enhanced version of the Superstardust version, the game now features 256 colours on screen at once, 48 colour tunnel sections, parallel scrolling, more sound effects and a two player mode. The CD32 version is even more enhanced, with 18-bit sound and extra levels! What more could you want?

### UTOPOS

Utopos is a game that combines strategy and combat elements. Your objective is to take over the world, first by slaying its battle vessels, and then going on to control armies who will fight on your behalf. Once you have the world under your belt, you can move on to take planets and then galaxies! The arcade segment of the game

features real time calculation, fractal backgrounds and a 50Hz screen update. And of course it features the high level of playability with stunning visuals that Bloodhouse are quickly building a reputation for.

### AGGRESSION

An AGA only horizontally scrolling shoot 'em up, it features 16:9 ray-traced graphics and up to 512 colours on screen at once. Full screen multi-layer scrolling and huge spaces make out of every clock cycle on an A1200. The CD32 version will feature bigger animations and the music to be played directly from the CD, making room for even better sound effects. More as we have it.

So keep that, Bloodhouse have plans for a new kind of graphic adventure 'Benjamin And The Alien Incident' and the mother of all shoot 'em ups 'Alien Wars'. Look out for all of these on a page near you.

## To Conclude

Things will never be as easy as they were in the good old days. There is still a highly competitive market out there, and although you can get success, you've still got it all against you if you think you've got what it takes, then here's a list of the things you will need to watch out for.

**1 Money.** Even if you're coding at home, you're still going to need to pay the rent, and just sitting down and typing doesn't fill your wallet. If you can get someone to invest, great. If not, you'll have to have to work around a proper job until you've got enough to go alone.

**2 Originality.** No-one is going to buy a copy of a successful game. If you've got another Alien Breed then beat it and start again, or make it different enough to count.

**3 Planning.** When approaching a distribution house such as Daze or Black Legend, a good storyboard and game design is far more important than a demo disk with some flashy scrolling. It shows you can be organised and in control enough for them to take a risk with you.

**4 Dedication.** It takes time, and you will receive your fair share of knock backs. Studemarks was turned down by some major distributors before Acad got it out.

**5 Your own abilities.** What are you actually capable of doing. If you can get a game together, but have no idea what to do with it then, then you are going to have to get hold of someone to market it for you, if you feel confident enough to do it all yourself, then good luck, but the buck stops with you.

**6 You don't have to do it all on your own.** If you have what it takes, but don't actually want to start up a team, you can just as easily join another, or look for freelance work. Again it all comes down to your own capabilities. Game designers are thin on the ground, and you could be just what the doctor ordered.

What more can we say? Good luck!

## SOME USEFUL CONTACTS

Four of the top companies mentioned are actually development houses, whereas Data Marketing is distributive and marketing only. If you need the services of such an organisation for your dream product then the following phone numbers might help:

Data Marketing: Tel: 071 924 2702

Black Legend: Tel: 0438 842003

The Software Business: Tel: 0450 499 497



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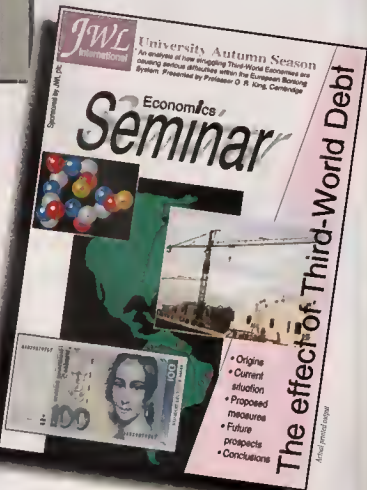


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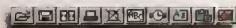
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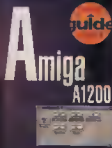
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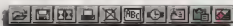
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# DIARY OF A GAME

Mindscape have recently signed the rights to a brand new, CD only, isometric puzzle game. If you thought that filling a CD was easy, then read on.



The advent of CD in the computer games industry has meant the production of larger and larger games. Most people seem happy for now with sticking on an A1200 version of a game with some digital audio to pad out the space. Some, however, want to use all that extra storage space to create huge games. Developing a game that takes up close to 600Mb is no easy task however, and many just can't see how it could be done at all. Hence this brand new section, where we chart the trials and tribulations of two ordinary blokes who want to teach the world – a bit like Esther's *Hearts Of Gold*! Over the next few months we'll take you all the way, from initial development to the final mastering of *Space Academy*, courtesy of SGA.

Firstly, let me introduce you to the Stellar Genesis Agency. In charge of programming is I, John Jones-Steale. I have been in the industry since it



The Steller Genesis Agency are a happy pair. John Jakes-Steele (main pic) does the coding while Dave Rowe (inset) handles all the graphics and the chunky jumpers.

started, for full details see the March issue of CU AMIGA (on the Son City 2000 preview). The creative mind behind the Agency is David Rowe. David's background is varied, from book design and layout through strip cartoons and game cover design to contributing to the development and production of the highly successful TV series *Knightmare* (See box for more details). Dave has been producing ideas and artwork on the Amiga 500 for some time, but felt that 32 colours and floppy disks were just too limiting to consider producing a game within those constraints.

## NEW TECHNOLOGY

'Enter the CD32 and AGA machine. Dave and I got together and decided that, at last, a machine was available that we could get excited about developing original games for. We needed both the 256 colours and the storage space to produce games that we ourselves would like to play. The Steller Genesis Agency was open for business. The first problem to overcome was a communication problem. I live by the coast in Aberystwyth and Dave lives in the wilds of the Welsh mountains near Llanddwyn. This is a perfect example of telecommuting. With modems and fax machines,

distance is not such an obstacle. Dave can fax sketches and diagrams to me and send finished graphics by modem direct to my hard drive.

'In June of last year, we started throwing around ideas and developing themes, while continuing with the contracts we already had with various publishers. We made a decision very early on, that we

wanted to use the whole CD for gameplay and relevant graphics, not to fill it up with tracks of music for padding.

This obviously means more work at the outset, but we feel that CD32 buy

ers will appreciate games that don't look like they could have been released on floppy.

'We finally came up with an idea that we both got fired up about and put together an outline proposal to show to publishers. This is where our contact with big business began. No matter how keen a producer is, the product has to go through weeks of evaluation by production teams, marketing departments, even legal departments, before acceptance to go ahead can be given. Finally, in February this year we were given

## WHO'S THE OTHER GUY?

Regular readers of CU AMIGA will need no introduction to John Jakes-Steele. For those who don't know who he is, here's a quick summary. John lives in Wales and has coded every single game there is in every machine ever devised, and recently won an award for converting *Atari Chicken* to run on ERMIE, the jangle boxstrata.

The guy's partnership with him, however, is David Rowe, who might need a little introduction. Dave obtained a BA(Hons) degree in visual communication from Brighton Polytechnic, faculty of Art and Design, and went on to Southampton College of Art to further his life drawing whilst establishing a career as an illustrator. In 1984 he gave up

illustrating to pursue freelance illustration full time. His excellent clients include QED/Invis, Melbourne House, Interdata Publications, Telesoft, Angus Press Software, Argon Books, Mirrorsoft and Activision/Electra Dreams. Since then he has produced cover artwork for: *Populous*, *Populous 2*, *Avantia*, *Defence*, *Slippery Words* and *Ferrari Formula One* among others in EA, Shadow of the Beast 3 and Bill's Formula Game. He has also worked on miscellaneous titles for Psygnosis (Lemmings 2) and Millstream (James Pond 2 among others). Clients who have been his

game graphics from him include Virgin Games, Dornack, Core Design, Mindspace, USD, Imagineer, Starstyle and Naz Software Productions.

In addition, he has created magazine covers for EMAP, Emapress and Pulse Publishing, plus paperback covers for Transworld/Corgi, Simon & Schuster and Harper Collins. Not only that, but he's also done loads in the TV industry, including *Robbie* (Lemmings 2) and *Millstream* (James Pond 2 among others). Clients who have been his

game graphics from him include Virgin Games, Dornack, Core Design, Mindspace, USD, Imagineer, Starstyle and Naz Software Productions.

## BABYSTEPS

'The first thing we have to do is produce a complete design from our rough outline. We need to produce a full script of the game detailing what will happen to the character at all locations in the game. This is a huge task. If any of you out there are thinking that you can

longer nights, putting the mechanics of our game together. It was at this stage we realised that to keep our ideas logical and linked, we would

have to build models of all the locations in the game, which is the point we are at now, making pieces of balsa wood together to create some semblance of a game.

Next month we will detail the struggle of getting to the first milestone - the completed game design. CD

dash off a game on the back of an envelope, forget it. Now is the time for long days, and even









## FURY OF THE FURRIES

MINDSCAPE OUT NOW £29.99



Oh no! It's back. And I still can't

pronounce the name without seeming to say something stupid. The Times have gone optical as Mindscape brings their latest and great est offering to the CD32, and it's a more or less direct port from the original floppy version. To refresh your memories, the Tinties are a small band of woolly bails with legs who like nothing more than to wreak havoc whenever possible. They've been away from their home planet for quite a while now, and have returned to find that all is not well. The King has been kidnapped, and someone has used a transforming machine to turn all the other pesky little bighorns into normal, respectable hairy creatures. How horrendous.

The game works as a cross between a platform game and a puzzle. Your Tiny has four different 'modes' he can operate in, and has to use a combination of them to get around each screen. A yellow Tiny can shoot fireballs, a red one can

bite through rocks, a blue one can swim underwater and a green one is particularly adept at doing Spiderman impersonations. Between them they have to take on everything you can think of, from spikes to crabs to fish to... well anything really.

The first time I played the game, I must admit I found it far too slow to be playable. A couple of years later, and I was hooked by the charismatic little chaps, who may not be the fastest things on two legs, but sure are the cutest. Fury is chock full of those 'little touches' we reviewers so love to see, which just add more to what is already a great game. This one won't leave your machine for quite a while.

Tony Dillon

83%

## LOTUS TRILOGY

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Correct me if I'm wrong, but the point of releasing a sequel to a game is usually to make it better than the previous one. So why on earth would anyone want to buy three copies of what is essentially the same game, revised twice?

Back in the early nineties, computer franks moved about the speed and instant playability of Gremlin's superlative racing sim, it set new standards in pole position racing gameology. Nothing could match the original for speed, instant playability, competitiveness and sheer fun. The only thing missing was a two player option, so that you and a friend could burn rubber in head-to-head competition.

That was soon sorted out with the legendary release of Lotus 2, which did everything its predecessor did, but better. Lotus 2 introduced different tracks, weather conditions, more detailed courses, with underpasses and night time racing, plus the split screen two-player challenge.

Gremlin thought they had the super-fast, background scrolling, racing game market sewn up, but other companies were quick to pounce on the idea. A whole spate of copy-cat racing games came out, including the Crazy Cars series and the more technically advanced polygon based racing sims. Then Core released Jaguar XJ 220 which achieved the seemingly impossible and conquered Lotus 2s until then apparently unsurvivable.

Lotus 3 is the latest in the series, and it's a real improvement on the previous two.

Whilst Core took the money and ran, Gremlin came back with what they hoped would be the definitive version of the Lotus trilogy, Lotus 3. The first game contained all the essential elements of its award-winning predecessors but included a raft of new features. Weather hit the tracks in sporadic gloom, with the sun shining one minute and rain pouring down the next. Torrents of water threw up all kinds of water hazards and puddles. But the most significant addition was the track editor. After you had raced your way around the computer designed course you could actually edit down and create your own. The system was incredibly easy to use and you could literally design a track, complete with trees, hedges, tunnels and road hazards and be racing on it within minutes!

None of these games, barring Lotus 2, were great advancements in gaming technology and the glinnicks were beginning to take over in Lotus 3 (the CD is now the ultimate glinnick). Yes, they are all milestones in racing history, but, to be honest, you only really need one of them, not all three. As for the CD version itself, the graphics have been made slightly smoother thanks to faster disk access, the music's been cranked up a notch and the sound effects have all been re-sampled for more realism. There's also none of that annoying, dodgy manual protection to wade through. A welcome nod to the CD32 catalogue, pushing for sales of us who've been playing them for years already.

Steve Keen

82%





## SEEK AND DESTROY

MINDSCAPE OUT NOW £29.99

**P**raise be to Mindscape, for verily they do support the cause of the CD32 well! Yet another A1200 port here, but that's all right because it's a great game. In case you hadn't read the review a couple of issues ago, Vision Software's neat little shoot 'em up takes the Desert Strike approach to helicopter combat and stands it on its head. You fly a lone Apache chopper (as usual), over desert and sea (as before) and there's an entire army waiting to take you on when you get there (surprise surprise).

So what's new about it? The full screen rotation really. Take Bob's Bad Day, and use the screen shifting routine: apply it to the whole screen, including the backdrop, and you've got *Seek and Destroy*. Though very disorientating at first, watching the whole world bend to you will be quite a pleasant way to spend an afternoon.

Not that you spend all that much time watching the world spin. You're far too busy taking out the millions of targets that make up each objective

while trying to avoid being blown out of the sky by the dozens of bullets and guided missiles shooting around at any one time. Naturally you have more than enough in the weaponry department to return fire, but you're still going to have one hell of a time keeping the bird in the air long enough to complete a mission.

I couldn't help but feel a little disappointed by the conversion though. The only real improvement is some new music, which is far from stunning and the loading times which have been decreased slightly. It is a great game, but I can't help wishing they had done a little more with it in the conversion process.

Tony Dillon

82%



## DOMARK OUT NOW £29.99

**A**sk anyone what the most important release for the ill-fated CDTV was, and they'll answer: *Trivial Pursuit*. Domark made a killing many moons ago when the 8-bit versions appeared and the advent of CD seemed the perfect medium for a trivia-based game. Building influence from every where, from pub trivia to knockouts to every game show under the sun, it worked brilliantly, providing an unvalued multimedia experience. And now it comes to the CD32.

Don't get over excited, though. This is basically the same game as the CDTV version, with a couple of bugs fixed. Getting technical for a moment, the differing sizes in the loading buffers and some of the sound files wouldn't run properly on the CD32, so a couple of quick fixes later and, hey presto, the CD32 version is born.

So what do you get for your money? 2,000 questions, as the or so proudly shows, 2,000 ques-

tions covering every topic under the sun, and all accompanied by full colour, generally highly misleading photographs. "Which part of the human face typically has around 550 hairs?", asks the game, showing you a picture of a man with a huge beard. Apparently there are considerably less pubes on the disk than there are questions, so it just chooses the one it finds most relevant.

The whole thing is held together by a talking cartoon bird, who introduces each question and a selection of famous personalities from history — such as Shakespeare and Einstein — who ask them. The script is almost funny in places, but due to the limiting nature of the game, you do find yourself watching the same bit of animation and listening to the same joke time and time again.

If you like *Trivial Pursuit*, of course you're going to like this. By the way, an eyebrow has 550 hairs. See what I mean about being mislead?

Tony Dillon

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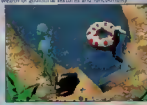
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# SCREEN SCENE

Oil your joysticks, get your trigger finger ready and prepare to be knocked into the middle of next month with the fastest and most vibrant review section on the planet. Or settle down for a good read.

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A CU Screen Star is for games scoring 80%-100%. It's a game that's one of the best in its class, and you can rest assured that, if you decide to purchase it, you won't be wasting your money.



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# WORLD CUP USA 94

## US GOLD

**THE GAMEPLAY** It's an arcade football game. What did you think it was going to be? Of course, this one stands out from the current crop of football games in that it is the only one officially endorsed by the World Cup association. A top view game, in the mould of so many before it (Kick Off, Sensible Soccer), you can play any of the teams from the World Cup line up, plus all the other options you would expect to



see them **BEHIND THE SCENES** The game has been coded in-house. **WHAT'S NEW** It's quite hard to say at this stage. This type of football game has come so far in this last couple of years that it's a very big leap guys!

Hot girl mouth action and a nicely changed pitch. What more could you ask of a football game?

years that it's difficult to find anything new to add to it. **FIRST IMPRESSIONS:** It looks marvellous, but the proof of this kind of game is always in the playing. We'll have to see it running properly before judgement is passed.

However, it does have the official World Cup seal of approval so it must have something fairly special up its sleeve. Full review soon.

# FIRST



# GUARDIAN

## ACID SOFTWARE

**THE GAMEPLAY** Take Defender, mix in a touch of the Super Nintendo classic, Starwing and you've got some idea of what Guardian is like. Acid Software, the company that made the world with a PD version of Defender look as though they're about to hit the nail on the head again. Originally mission based, that idea went out the

Does this look familiar? It should to those who like looking through SH&F magazines. Guardian, originally titled Starwing, is proof that we don't need Super FX chips!

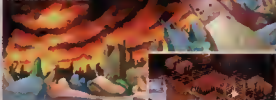
DEFENDER: THE SUPERSTAR



# IMPRESSIONS

## UFO

MICROPROSE



**THE GAMEPLAY** A mammoth tactical strategy wargame, in which the player has to defend the Earth against alien invasion! In the year 1998, sightings of alien craft have increased dramatically, as have stories of alien violence. It is time for the world to strike back.

**BEHIND THE SCENES** UFO has been designed and coded by the Golop Brothers, Julian and Nick, who



together make up Mythos Software, formerly Target Games. To refresh your memory, they were responsible for the smash hit *Laser Squad*, of which this game was originally meant to be a sequel.

**WHAT'S NEW** The same random scenario generator. In the original *Laser Squad* you had a small selection of missions. This time, however, each mission is randomly built from a series of blocks. Therefore every time you play it, it's different.

**FIRST IMPRESSIONS** I was a big fan of *Laser Squad* and its predecessor *Rebels of the Frontier*, so naturally I'm dead keen to see this.

It looks great, although somewhat larger than *Laser Squad*. I hope it doesn't lose the charm of that terrific Spectrum game.

The four towers in the first section need to have their power cut off before you can consider taking them on.

window in favour of a more standard blast 'em up based on reflexes rather than thought.

**BEHIND THE SCENES**

The game has been designed, coded and drawn by Acid & Merx. Sibly, the mean axe-wielding kow behind *Blitz Basic* and *Blitz Basic 2*.

It's a shame that the A1200 and CD32 were sadly capable of coming up with a blurring beater, and so he set out to prove it.

**WHAT'S NEW** The stunningly smooth animation, the hundreds of colours, the unique control method—show or less everything really. There

isn't a game like this on the Amiga, unless you count more serious interpretations such as *Ocean's EPIC* or the old classic *Starfighter 2*.

**FIRST IMPRESSIONS** I was impressed when I first saw *Glennard* but now I'm flabbergasted. Even at this early stage, it's completely playable and very entertaining. Acid has a sure fire winner on their hands with this one, we'll have more news on it soon.



## SOCCER MANAGER

### THE SOFTWARE BUSINESS

**THE GAMEPLAY** A football management game, as if you couldn't tell from the title, you have to (as always) take a nobody team from the bottom of the lowest division there is, and make them the Premier League champions.

As manager, you also need to look after finances and ground improvements, team training and everything else. It's a busy job.

**BEHIND THE SCENES**

The game is being priced together by Teague for Image. Home Entertainment's new software arm, Keith Weddams is the man

responsible for the impressive game design, and he is confident that this is the managerial game to end all managerial games.

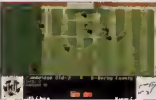
**WHAT'S NEW** Surprisingly, quite a

few things. For a start, your manager actually gets older and finally retires when he reaches 55, so you're limited in the amount of



time you have to get your team to the top. Also, the game features a very subtle tactical editor, that will apparently make a real difference to how the game plays and your overall chances of winning.

**FIRST IMPRESSIONS** If it plays as well as it looks and sounds, then this could be a refreshingly new departure in management games. However, there is always a chance that the tactical side to the game will be so subtle that it doesn't actually show. That aside, it's looking good.



# HANGING WITH



**Core Design readily admit that 1993 wasn't an Amiga year. But what's in store for 1994? Tony Gillen gets knocked out by the sheer number of products nearing completion.**

**C**ore Design are back with a vengeance, and Derby will never be the same again. Yes, '93 was a quiet year for them as far as the Amiga went, choosing to concentrate their efforts mainly on the console side of development, but now they have returned to the fold, and things look bigger and brighter than ever. As you can see from looking around these two pages, there is a lot on offer this year, and all of it looks stunning.

Shall I waste some more time, or



A lot of time has been spent getting the characters right, to get merchandising



Core have gone for an organic look with Skeleton Crew, hence the hairy walls.

do you just want to hear about the games?

## SKELETON KREW

This is one of the lead games for this year and like a few of Core's efforts is being developed primarily for the CD32 and A1200 markets, with plans to create a 32 colour version later in the year.

Guy Miller, project manager and co-designer of the game gave me the brief one misty cold February afternoon: "Get across six levels. It's a 3D isometric shoot 'em up starring the three characters of the Krow - Spine, Jont and Rib, who wear power-axe skeletons, hence the title. Basically, you are set against the evil Monboud Cadaver who is building a psycho machine, and is visiting the various planets in the solar system to get parts for it. You are always one step behind."

It's a two-player game, each player choosing any of the three

characters available. Essentially, you just walk around shooting things and collecting power-ups.

Looking around Core's office, which should by now be Core's ex office (Note: Core, who once took up a small corner in one of the rooms of the building they currently occupy now need to move to a mansion twenty yards up the road to accommodate their three hundred programmers and two musicians), I



Skeleton Crew features a highly detailed Japanese feel, with lush and exotic touch to gether somewhat

## HEIMDALL 2

Heimdall was a fine, fine game, and Heimdall 2 looks like it's going to be even better. Due to its early leaving a bit annoyed at being ditched from August, and then wandering around the world eating havoc, Heimdall has been pulled back to Earth once more to save the world. Yet again.

As you can see, the



Heimdall 2 looks like it could be the best RPG for a long time. Just go ahead and soak up that atmosphere



game features the same isometric scrolling landscapes as before, all rendered to glaze Jen O'Carroll's vision - not that you're going to have any time to waste on looking at pretty pictures. You're going to have your hands (and just earned) the puzzle will find this one

## BANSHEE

Ever had? Imagine a planet where I dare have ever seen any World Wars. Because there has never been the need, technology has advanced any further than the

power-propelled fighter planes. So the war is not for a 1942 Flying Shark style airships vertically scrolling about 'em up, with 256 colour visuals and more silky smooth animation than you could shake an arcade machine at. This is another move by Core to stay away from its exploitation for only isometric platform games, and golly, it looks amazing.

Designed and coded by Danish pair Søren Hamblat and Jacob Andersen, the Amiga-only game features everything from



256 colour shoot 'em up is what the A1200 is crying out for - poor baby.

large exploding desert buns to small exploding soldiers. As shoot 'em up's go, this one looks like it could really show the world what the CD32 and A1200 are capable of. We wait with bated breath.



# THE CORE KREW



Let's admit it, *Skaven Krew* is a bit of a blast fest!

see a bunch of happy, contented, well groomed young men and women. Who could be responsible for a game that is so packed with violence I asked?

"Chris Leng actually came up with the concept of a 3D isometric scrolling shoot 'em up when there didn't seem to be many of them around. Not good ones anyway. James and I then got together and came up with the idea of the Krew, and it all went from there really," replied Mr. Miller.

One interesting point is that each character is split, essentially made up

of two sprites, which means you can get a 360-degree rotation with the top sprite while the bottom walks in any direction, just like the classic *Ikan Warriors* coin op I used to pump so much money into, back in the good old days. Join! is the only character who can actually perform a full 360 spin though, both of the other characters are restricted to lesser swings to the left and right.

As you can see from the screenshots, it's going to be a blast fest, with big guns and big death a-hoy. But it's not all killing you know.

One of the things that makes this game different is that in certain parts

of the game you can actually get into or on to vehicles, such as tanks and jet skis. There's a really fast scrolling sequence when you're on a jet ski, which looks like it's going to be a real reflex test.

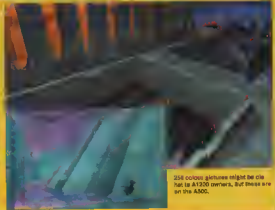
More than that is impossible to tell you about at the moment. Other

that there are big plans to market this one: badges, pants, mugs, T-shirts, stuffed toys, jackets and comics are just some of the licensed products Core hope to back it up with. Get used to the name, because you're going to see a hell of a lot more of it this year! **20**



## UNIVERSE

Core return to the graphic adventure field with their sequel to the highly successful *Curse of Enchantia*. This time our hero has been brought into another dimension, and you have to kick your way back to your own Universe. As you would expect, the hell of goblins, imps and tortoise puzzles, but what really stands out about it all this point is the fact that the game features 256 color graphics on every machine, not just the AGA street! We'll have a full review soon.



256 color graphics might be a bit hot for A1300 owners, but these are on the AGA.

## DARKSTONE

"And so, it came to pass, that this three Wyrd Cymids, comprising the Bright Trinity by which the first King of Midworld had bewitched the Gwynnntima from his lands, were slain by Myrddin, the great Dragon."

Yes, it does sound like your typical RPG spiel, but quite clearly makes way for a game which many feel is well needed on the Amiga - a Zelda style RPG, which runs on puzzles that any clever character play. Sure, there are characters to suit suit, but Core is continuously aiming to play a one in the mould with *Darkstone*, a game originally drafted to be the sequel to *Darkstone*, but one that has changed so much that it can now stand, unrecognised, as it's own best friend.

It's early days for this smothering-looking game, but already it looks like it's going to be a big one. If you remember the old Origin classic *Times Of Love*, you'll already have some idea of how gratifying this game could be. More when we get it.



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Pen Pal is compatible with any Amiga from later A1200/A4000 owners with at least 1Mb available



# SWITCHQUIZ

Steve Keen, angel of sobriety, tests his encyclopaedic knowledge against an accessorized pub quiz for the Amiga.



Everything you need for a good night in: Switchquiz, a drink of your choosing and everyone's favourite rat.

Anyone who has even been down to their local with the innocent intention of just having a swift half will, most likely, have come into conflict with the dreaded pub quiz.

The pub quiz is a strange beast that captures the imaginations of adults and turns them into something akin to the Da Vinci Code.

It all starts so well. You sit down, blunt pencil and two sheets of carbon paper in hand, with all the optimism of a fourth division football team in the cup final and you think that you can take on anything.

But, by the end of the night, reality rears its ugly head and, although you thought you knew the answer to life, the universe and everything,

your 15 out of 40 score sheet suggests different.

## THE BARE BONES

Switchquiz tries to mirror the phenomenon that is pub quiz. It comes on two disks, the main programme and a question disk. Although there's a distinct lack of snazzy presentation or any kind of illustrative graphics, it's very easy to get into and surprisingly user friendly. Once the main programme is loaded the disk accessing stops and there aren't any annoying pauses between questions whilst the computer shops to another part of the disk. You may think that might be obvious, but I've sat once too often twiddling my thumbs waiting for the next question to come up, whilst the

left and right of the screen there are two bars divided into 15 segments. Each one represents one second of time and on the default game you have eight seconds to answer each question. If you or your opponent get a question wrong the other player will have the chance to answer in the time remaining. The quicker you answer the question the more points you'll have added to your score. The first one to 75 wins the contest.

Just about every aspect of the quiz can be customised to suit the players' abilities. You can alter the amount of time you have to read the question, the time it takes for the answers to appear, the number of points needed to win a game and how many seconds you have to answer the



drive chug away on lesser packages.

## PLAYING AROUND

Switchquiz couldn't follow a simpler or more familiar path. There are two different packages available, a two-player and a four-player version. Just select the number of players in the game and away you go. Each player has a certain amount of time to answer the multiple choice questions. The question is typed out at the top of the screen and the four different answers revealed in the centre, one at a time under A, B, C and D. Along the

question. There's also a feature that allows you to discover the correct answer if you get you guess incorrect, which a bit pointless – you'd soon get through all the questions on the disk if you do this.

## THE LEADER OF THE PACK

There have been more than a few general knowledge games on Commodore's machines, from the simplistic PD, mouse operated quizzes to the old GDV version of Trivial Pursuit. However, Switchquiz



## SWITCHQUIZ



The answers are **BCDE**! Simply, as you have to be a quick reader

package is the first to try and introduce a proper team competition aspect to the genre with the addition of some special hardware that comes in the package.

With the two-player parcel comes a controller interface and two black box controllers which act as buttons. Each black box has four buttons, representing the A, B, C and D multiple choice answers. A quick jab on these lets you answer the questions – a much more preferable means of interacting with the game than a mouse, and one which provides a real feeling of competition, especially when playing a human opponent. The programme also lets you skip the question part of the disk and just use the Phony game. This gives you all the functions of the dapping clock and buttons, just in case you want to sit around your monitor at TV and ask your own questions or read off cards.


## DOWN TO BUSINESS

So that's the package... but how does it play? Well there's no denying that we had a lot of fun around the office with the novel black box controllers in two-player mode, but the software did seem lacking in a few respects. Finally, in a two-player game you can't tell which answer your opponent has given for it he gets the question wrong before you. His guess is not indicated. So even though you have the rest of the time to go for the correct answer you've still got to guess the distribution of

the original fear. Although the hand controllers are infinitely better than any mouse or keyboard interface for this sort of game, the buttons are very old fashioned, the kind of home-made looking affairs that you find in electronics classes at school. They're not too responsive either and all the battering we gave them

around the office is anything to go by, they could wear out pretty quickly. Also, after only three rounds of competition the questions started to repeat themselves every new end again. More than ten games later though, the software was still managing to come up with fresh questions, not seen in previous rounds. However, for a few extra pence, another disk would make the package more interesting.

Gruesdler, in two plays of mode, Switchquiz was a lot of fun. A couple of small Harry Enfield samples and a catchy ditty at the beginning of the game pepped up the event! and the novel interface method made this the best quiz master package I've seen. More general knowledge, sport and pop music disks are available to bolster the main programme disk and extend its life, as well as a special Question Creator package that lets you programme in your own questions and answers.

Get a takeaway in and a low  
water around before sitting down.  
It's more fun than sitting in the dark  
on your own. 

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RELEASE DATE	MARCH 1990
GENRE	DUAL
TEAM	DAVID CADMAN
CONTROLS	MOUSE/INTERFACE
NUMBER OF DISKS	2
NUMBER OF PLAYERS	2
HARD DISK INSTALLABLE	YES
MEMORY	512K

At face value a pleasing quiz game with questionable lasting appeal.

**OVERALL 79%**



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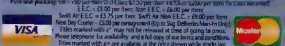
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Experiments were not performed for elements of the C

You can customise the game to suit your own preferences, like how long you are allowed before you must sit up and ask the question. Then, after setting it up and finally getting the preferences right (in your favour), it's a frantic battle of wits and a contest of reflexes.



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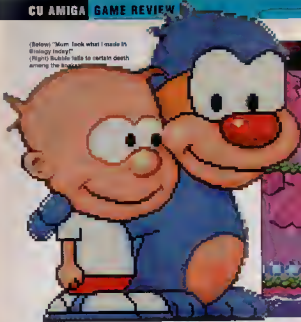
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(Below) "Mum, look what I made in Biology today!"  
(Right) Bubble falls to certain death among the spikes.



# BUBBLE & SQUEAK

**Have Audiogenic come up with the ultimate Amiga platform game? Or is it just another old formula yawn? Tony Dillon gets a taste of *Bubble and Squeak*.**

**T**here have been numerous successful double acts in the past: Abbott and Costello, Morecombe and Wise, Little and Large etc. All have been funny (with the exception of Little and Large perhaps, unless you happen to like Deputy Dawg impersonations ten years after the program has ceased being broadcast), yet this double act scenario has never really been as popular in the games market as it has on TV.

Of course these have been partnerships of the past - Mando and Luigi, or Bmb and Bob for instance - but the sad thing is that these characters have always been pairs, not partners. It's one of the golden rules of comedy that if you are going to have two people interacting, one of them has to be the straight man. Two wacky and amusing characters just don't work. And this is perhaps the key to *Bubble & Squeak's* appeal. Not only are the

characters interesting and fun to watch, you'll also find that they are, in fact, a true comedy double act. Add that to the fact that it's also an immensely playable game, with lots of puzzles and extra cunning platform fare and you've got something special.

But before I tell you any more, let me introduce you to the two heroes of the show: Bubble is a small boy, who looks a bit like Charlie Brown and seems quite normal in every respect, apart from the fact that he is prematurely bald and has a pet monster called Squeak. Squeak is a mini dinosaur/dragon in the Flintstones "Dino" mould - very loyal, but not quite as mad (or smart) as Fred and Wilma's little pet.

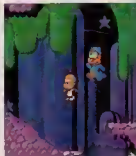
However, the big question is, how does it all work? On the back of the box (always a good place to start), the game describes itself as a combination of platform game, puzzle and shoot 'em up, all rolled into one, and

I'd have to agree with them.

Even though there are two main characters, *Bubble and Squeak* isn't actually a two-player game. Instead, you control Bubble as he runs around the thirty enormous levels, while he, in turn, controls Squeak. Confused? Don't worry, it will all become clear in a moment.

Squeak, who has his own individual personality, follows Bubble

Squeak will follow you wherever you go, and he does so with a smile on his face. The best.







(Above) Squeak enters where he's told to, while Bubble shouts ahead. The duck with the basket hat can knock your bubbles back at you. (Left) By sticking Squeak, he will take a hat and rocket around the screen. The curved walls direct him around the level.

then bends over, allowing you to jump on his back. From this point on, you can run faster than normal, jump higher than ever and fire bubbles at the enemy, which are faster than the stars that Bubble normally fires across the screen.

Travelling around on Squeak's back is not only a very useful way to get around the Venus screens,



Vats of bubbling acid, flying elephants who sneeze at you and a small boy with a sword arm.

It's also the only way you're going to be able to solve many of the puzzles the game throws at you.

Bubble and Squeak is a real treat for a watch, with some of the most eye-catching and crisp sprites ever seen in an Amiga game. As mentioned earlier these sprites make for a funny comedy duo combination, with expressive faces and cute in-depth detail.

Developed for the AGA chipset, the game is only available on A1200 at the moment, with a CD32 version coming soon. And, believe me, the graphic artists have made extremely good use of the 256 colour chipset.

Glorious backdrops and smooth animation obviously can't be clearly illustrated in still screenshots, but you have to admit, the game sure does have a lot of character.

This flows over into the surreal side of Bubble and Squeak too. Some simple but effective lunacy play along behind the amusing sound effects, which include some wonderful samples of Bubble ordering Squeak around "Wait here!" he cries, "Come on," he shouts impatiently.

This is a very, very playable game. The controls, even on a three button pad, are logically worked out, and you'll have no trouble at all completing a couple of levels on your first attempt.

Things get pretty hard as the game goes on, but you'll be having so much fun you won't even notice. Bubble & Squeak is one of the most playable and original platform games to ever hit the Amiga.

If you're an A1200 owner and you don't buy this, then you probably just don't like games, do you? **3D**



A quick guide to getting into the game: 1) Insert a coin into the bubblegum machine. 2) Stick the gum ball into the air. 3) Squeak catches it and heads over. 4) Click onto his back and you become Super Bubble-Squeakman, or something.

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NUMBER OF PLAYERS 1  
HARD DISK INSTALLABLE NO  
MEMORY 1MB

GRAPHICS \*\*\*\*\*98%  
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# KINGS QUEST VI

Step into the unknown once more with Revolution's latest edition to the phenomenal King's Quest series. Steve Keen dons his codpiece and scratches his noggin in preparation for another adventure - when will it ever end?

What have the Tones, the Queen's Christmas speech, and the King's Quest series in common? You tell me they could all go on for ever. However, where the latter is a true life cycle, this is not such a happy ending. The King's Quest PC series have always been all about the fun of gaming, the joy and quality. These adventures are known for their style and detail. And while creating a VGA game the size of number six to the Amiga is no easy task, the show-around skills of the programmers at Revolution have again well utilised. Almost everything seen in the PC version has now been put into the Amiga.

## ONCE UPON A TIME

It is a well-known fact that adventures so much a part of the King's Quest series. Upon the shores of a beautiful beach, Princess Cassima, gets shipwrecked. Unfortunately because out of all the islands he could have been washed up on he manages to come to rest on the shores of the very Isle he was trying to get to in the first place. Upon

and restore happiness to the land - not bad work if you can get it.

Graphic adventures seem to either get bogged down with frustratingly complicated mouse commands or have you running backwards and forwards around screens of screens and whirling through hours of disk accessing time. Just to complete a single task. King's Quest however manages to mix a dash of these two. Some because it features a very user-friendly mouse interface, and

quickly. No more rummaging through scores of menus to get at your possessions.

## SPEEDY GONZALEZ!

Walking around the four islands is just as painless. Simply click where you want Alex to end up and he'll do the rest, walking around objects or taking the quickest available route. And boy does this guy stink! No point in ambushing or sneaking for this prince, he's a veritable United Christe as he strides fearfully before you to the next.

Frustrating amounts of mouse commands have also been reduced by the system, allowing you to perform a series of manoeuvres with a single mouse action: if you want to examine something on the other side of the screen, just select, examine, click on the distant object and that's it. Alex will walk over, pick it up, look at it, tell you what it is and then automa-

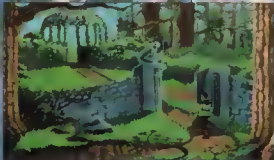
more complex, full game. The complete version centres around a magical book with three special items. Every spell requires some ingredients and in order you get all these you must pay great attention to detail. For example, in one mission you'll find a poem. You can either



Can't he make get a little rest around here, what with all this searching and seeking stuff?

Keep it or send it to Cassima. She will then send you back a nook from her lair. Really, the possibilities are so big that you can't explore the whole of it. You may miss find that it contains a final, secret level to complete the game.

King's Quest VI is a brilliant conversion on the Amiga. The background graphics are sharp, and with animated forest creatures, such as rabbits and birds, it adds to the ambience. The game flows with delight after delight. The characters and animations for the main sprites are a real spot on. King's Quest VI's control method makes it one of the easiest adventures to play. The sound effects and background music could have been better - they lacked some life, but that shouldn't put you off this pricey game. **87**



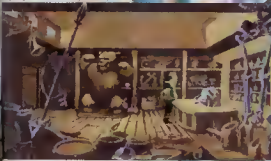
So sorry he, huh, he is off to find Cassima and his parents, we go. Well Henry, can I take two pints of lager and a basket of chips please. Every wrong click.

Every switch to the appropriate item for you to act accordingly.

## GET IT ON

Four islands have to be negotiated as well as a secret one later on in the game. Every Isle has a different theme, with different challenges, ranging from the mechanical to the truly mental. Use Of The Quest is home of the enchanted mistletoe, which looks like something straight out of Disney's Beauty and the Beast. The main challenge in this section is to find the beast, a companion, but on the way there are riddles to reach into boiling ponds to dices and mystical statues to dodge.

The game has two ballads for you to follow. A quick and easy route, where your only headache is to go collect the bare essentials to get into the castle and rescue the damsel, or the



being the princess, Alex has an inkling that it's not well as the once-peaceful island has turned hostile and the evil Vizer has taken command of the settlement with plans to marry the young princess. All you've have to do is find out what's going on, rescue Cassima, find her parents (and bring them back to life), defeat the Vizer

are four commands: walk, look, use and look. By clicking on the right mouse button you can quickly scroll through them until the center changes to the correct one and then activate the command with a push on the left. A fifth icon is reserved for single objects that you've picked that it can be kept to hand and used

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GENRE ADVENTURE

TEAM REVOLUTION

CONTROLS MOUSE

NUMBER OF DISKS 6

NUMBER OF PLAYERS 1

HARD DISK INSTALLABLE YES

MEMORY 512K

GRAPHICS ☒ 92%

SOUND ☒ 97.6%

LASTABILITY ☒ 99%

PLAYABILITY ☒ 93%

A welcome and slick addition to the genre

OVERALL 89%



A game based on the American Civil War, eh? I'll tell you this for nothing, it won't catch an over here "dipping straight into the Gone With The Wind era, let's be honest, the most engaging of subjects for us" line to bother with preferring as we do to mess with our own history rather than someone else's.

Edward Grabowski may not be the most familiar name on this side of the pond, but Stalisse he's renowned from Baltimore to Yazoo County for his Micro Miniatures wargame system and he's turned up again with *The Blue And The Gray* your chance to be General Lee or Stonewall Jackson.

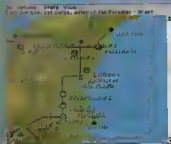
Quite a few of impressions' strategy titles have employed this top-down tabletop style engine and frankly, in my opinion, it doesn't work half as well as they think it does.

The initial stages of forming armies and planning strategies on the big ol' American map, checking on resources and second-guessing the enemy is both engrossing and handy to use. The trouble is that you eventually have to get into a fight – and then the Micro Miniatures section pops up and manages to spoil the party for everyone.

This is a shame because *The Blue And The Gray* is in fact a very absorbing look into the American Civil War – until the direct combat system rears its ugly head.

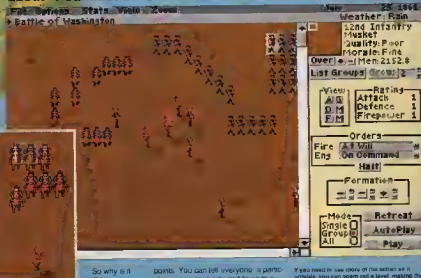
Edward Grabowski has attempted to produce the most comprehensive account of America's biggest internal conflict, using real life history from the period to add colour to the actual game. You even have the option of reading about important historical moments in the conflict as and when you get to them in the game. There's also a rather thick booklet in the package, recounting the whole war and its effect on America today.

All the strategic planning takes place from here. You can move troops, temporarily attack towns, build trains. Just about anything really.



# THE BLUE & THE GRAY

Ever the patriot, Paul Presley turns his nose up at the American Civil War and stomps off muttering something about "Roundheads and Cavaliers" and "That was a real war."



So why is it bad? User

unfriendliness is the plan and simple answer. Graphically it's not so hot either but that's never really been a problem as far as wargames are concerned. I've yet to see one that looks as good as the average better one, shoot 'em up or any other kind of 'em up that populates the Amiga market. Instead, we seem to be cursed to live with poorly animated sprites that have no real sense of proportion to their surroundings.

Graphics aside the Micro Miniatures system is one that seems to have been designed with the artificial intelligence factor at the top of its list of priorities – while decent control has taken a back seat. From setting up your troops to keeping track of them all on the field, the whole system just doesn't allow you to get comfortable – and with a strategy game this is very important.

Issuing orders, strategic battle methods and realism aren't this game's strong

points. You can tell everyone a particular group or a single unit to go to a set position on screen and then engage the enemy, but little else. You can't issue orders to take cover, to set up ambushes, to make fire and run attacks or any other tactic that is so often the cause of a great victory. Sure, it's a fine system for calculating the results of X number of men on one side, fighting Y number on the other, but that's it.

You do have the option of not playing the battle sections at all, instead allowing the computer to make the calculations and just tell you the result. Ordinarily this might have been enough for me, concentrating on getting the strategic elements right. The trouble is that the subject matter is one that begs you to play out each conflict, as the period was rife with battlefield heroism and among role-playing characters leading the fight against overwhelming odds. Plus it doesn't do your strategic planning and operation any justice to see it result in a number crunching battle when you know that by clever on-hand tactics you could outmaneuver a much larger foe. *The Blue And The Gray* lacks a more usable battle interface. One that allows for all sorts of situations and events. Without it, it's a hollow fight.

If you need to see more of the action as it unfolds, you can zoom out to level, making the Micro Miniatures even smaller. The trickiest part of any battle is the preparation. Can you be sure your hand-worked plans will be effective in the end?

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GENRE	WARGAME
TEAM	EDWARD GRABOWSKI
CONTROLS	MOUSE
NUMBER OF DISKS	3
NUMBER OF PLAYERS	1/2
HARD DISK INSTALLABLE	YES
MEMORY	1MB

GRAPHICS	*****70%
SOUND	*****66%
LASTABILITY	*****67%
PLAYABILITY	*****66%

"A good wargame, let down by the actual combat section."

**OVERALL 69%**





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# LIBERATION CAPTIVE 2

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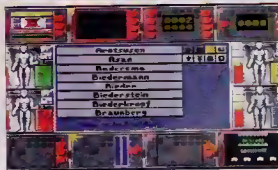
The world's greatest CD32 game makes it onto the floppies. Tony Dillon wonders how they managed to cram so much in.

**W**hat's this? Liberation on five floppy disks? Can't be done, surely? I've played the thing on CD32 for many days and nights, and I can tell you now that it's a monster. An enormous, sprawling city of an adventure, it would take considerably more than a Red Bus Rover to get around this game in a day. There can't really be any way of doing this on an A500 — convincingly anyway, is there?

Those were my first thoughts on opening the envelope from Burgess Hill (that dropped on my desk one cold morning). Fifteen minutes later, I realised how much I had underestimated the skills of Tony Crowther. Liberation on disk is almost identical to Liberation on CD, with the exception of the in-game speech. But, for the moment, let's assume you haven't seen the CD version.

Trill, the hero of the original captive, is now free. At least, free enough to discover a police conspiracy and get completely caught up in it. The

The foot of a staircase is a very vulnerable place to stand. Luckily for you, you can look all around.

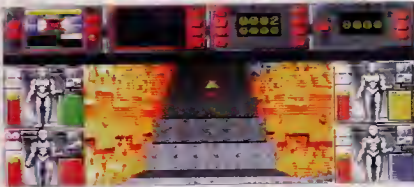


(Top) As you wander around, you will find chips that allow you to tailor the game. (Left) Computers will happily give you directions, but not much else.

police interrogation robots have some major flaws, and somehow always seem to end up killing the people they are meant to be interrogating. To cover this up, the luzz are hiding the evidence and planting the blame on a lot of innocent people. As is usual with these games, you are the only person outside the police force who knows this, and as a result they are after you in a big way. Which leaves you with a couple of simple aims, free all the innocent captives, and expose the police for the treacherous bunch they are. It won't be easy, but then no-one ever said it would be.

Like so many Tony Crowther products, this is a real step away from the norm when it comes to eighth style adventure games. Probably the closest thing I can compare it to is *Legends Of Valour* in which you start with a basic arm and a couple of addresses; then you're let loose in the city without any idea of where you're going. In Liberation you start outside the City Records office in the middle of town and from there have to find your way around, and it's surprisingly daunting.

Imagine being dropped in the middle of a strange land without a map as a guide to the local laws and





By using curves (instead of straight lines), Liberation gives a real feeling of depth. I can see for miles and miles and miles and miles...



## THE HARDER THE BETTER

Although Liberation can be run from floppy, try to get hold of a hard drive to see what it really can do. There are big improvements, like faster loading times and better flowing gameplay, while the improved graphics make the game look stunning. Instead of first-person views of walls when a building is too dark, you can have up to 71 different types, plus you can decide the detail level of each texture map as it is generated. 'Fast but crude' makes for a smooth frame rate, whereas 'lovely but slow' is exactly the opposite.

Could this fully furnished flat be within your grasp? No, actually, you never know what you can find from the backs of sofas.

to find one specific brick in a wall. That should give you some idea of the sheer size of the challenge that faces you. Still, in true 'I know a man who can' tradition, the first thing you need to do is start questioning people. Unfortunately, the natives look anything but happy or friendly, so even knowing whether to smile or open fire is a challenge in itself. That said, most are willing to engage in conversation with you, if only to tell you to get lost. But, with your meagre bundle of facts and a shortlist of addresses, you've got to start the questions rolling somehow. And hope for some answers.

Before too long though you've got contacts, keys and more information than you know what to do with. You arrange meetings with people, walk into traps, take the wrong turning into dark alleyways and find all sorts of other things only found in truly great detective movies. That in itself



makes Liberation a great game, but there's so much more to it than that.

For one thing, it looks fabulous. Texture mapped, light-sourced polygons make up all of the people and creatures in the game, as they walk around full colour, texture mapped buildings and streets.

The game has the sort of realism that until now was unseen in this

genre. Spider creatures aren't the only nasty things that go for your blood. There are little guys with great big eyes too.

kind of adventure - okay, so it isn't Doom, but it's still extremely impressive.

Playing from floppy rather than a hard drive does limit the number of different texture maps available - generally only four different wall patterns are held in memory of any one point, whereas playing from hard drive gives you access to 71 different patterns, provided you have the space. Even with four different patterns, the way light and colour has been used to show distance makes each room look quite individual.

If Legends of Valour had one flaw, it was the fact that most of the

buildings looked the same, so it was easy to get lost. Real cities aren't like that, and this game shows how they should be represented.

Through clever use of text, graphics and sound Tony Crowther has managed to create a game that is well paced, tense and incredibly addictive. Part of you wants to take it easy and examine every corner, while another part of you wants to keep running, and jumps every time a police droid rounds a corner.

To be honest, the couple of weeks I've had with this game just aren't enough to give you a complete review - this is the kind of game you'll need to spend at least a month playing before you are fully conversant with it.

This is easily one of the best games I have ever played, and I will most likely keep returning to for months on end.

A very sophisticated game for very sophisticated gamers.

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RELEASE DATE:	OUT NOW
GENRE:	ADVENTURE
TEAM:	TONY CROWTHER
CONTROLS:	MOUSE
NUMBER OF DISKS:	5
NUMBER OF PLAYERS:	1
HARD DISK INSTALLABLE:	YES
MEMORY:	13 Mb

GRAPHICS:	*****95%
SOUND:	*****85%
LASTABILITY:	*****98%
PLAYABILITY:	*****95%

One of the best Amiga games ever.

OVERALL 96%

## MAKING ROOM

There has always been a difficulty in the past when it comes to deciding how an inventory should work. Should you be restricted to a certain number of objects, or should the whole thing be worked out using combinatoric rules? Liberation uses a revolutionary method that says, 'If you can get it in, you can carry it.' Your backpack can a limited amount of space, and each object you place in it takes up some of it. The thing is, you've also got to make sure that once you have the object in the backpack, you can actually slide it out, so you'll have to start taking other items out of the way every time you want to use something such as a keycard. It's this attention to detail that makes Liberation so cool as it is.



Okay, so who's a naughty one then? Me, me, gushed Lisa Collins as she lunged forward to grab hold of Interactivision's latest offering.

**T**wo cute little Blues Brothers lookalikes are happily strolling along, when suddenly the sky darkens, the wind starts to howl (I'm palling scared) and next thing you know they're plunged into a maze-like nightmare. To escape they must battle their way through five mad, bad, and dangerous platform worlds.

### WORLDS APART

First up is the world of the Mad Mechanics, and no it's got nothing to do with Kevin from Coronation Street going berserk with spanner. Mad Mechanics world is, in fact, a land of evil robots and deadly bouncy balls which you must race through, making sure to pick up the various bonuses lying around.

Next, it's Crazy Clocks world where you must watch out for killer cuckoo clocks before coming up against the enormous end-of-level giant clock. Once you've clocked up enough mileage (aggh!) here it's on to the next level - Foreign Affairs. Here you get to be James Bond for a while. Well, not exactly, but we can all live in hope. After Foreign Affairs is on to striding action in Fungus. Fine world before finally reaching the last one - Evil Egypt!

Apart from racing from one world to the next there are also lots of hid-

den bonus screens littered throughout *Naughty Ones*. For example in Mad Mechanics, on the very first screen, if you leap to the far left hand side you will discover a bonus level where you can pick up loads of extra points by bouncing from one descending platform to another before you eventually fall off.

Throughout the game some objects are more useful than others: pick up a heart and you will get an extra life, pick up a key and it will tell

There are lots of objects which yield extra points in Mad Mechanics world, such as spinnies and hammer - ideal for the OTV enthusiast!

### NAUGHTY BUT NICE

*Naughty Ones* is straightforward platform game, however - as well as the usual bonus screens and general bailing through various levels, there are some nice extra touches. The expanding map is a useful feature, allowing you to go back to earlier screens and pick up any items you might have forgotten. The graphics are good too. My favourite part has to be the Crazy Clocks world, which has nice stripy sofas that you can bounce on to reach those high platforms.

### JUST NAUGHTY

Sound howlers is the one area where I could really fault *Naughty Ones*. The little ditty playing in background of Mad Mechanics world nearly drove me insane. Playing through a level, with whistling sounds to piped supermarket music in the background made me feel as if I was trapped in Tesco's.

The two-player option is actually

This rather handy expanding map will help you find your way around *Naughty Ones*.

quite good, allowing a mate to join in the on the antics. The gameplay, however, is not very challenging. Once you've learned each bodge a modus operandi, they become very easy to kill, and despite the constant oncoming fire, it becomes very easy to get through each level.

Nonetheless, *Naughty Ones* is a good platform game, one which will keep you happy and entertained for a while - if not for eternity. **C**

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RELEASE DATE	OUT NOW
GENRE	PLATFORM
TEAM	MELON DESIGN
CONTROLS	JOYSTICK
NUMBER OF DISKS	1
NUMBER OF PLAYERS	2
HARD DISK INSTALLABLE	YES
MEMORY	1MB

GRAPHICS	*****80%
SOUND	*****61%
LASTABILITY	*****80%
PLAYABILITY	*****85%

A good platform game.

**OVERALL 80%**

Watch out for the evil percherettes in the Crazy Clocks section. And beware of the evil balls. You can also learn to bounce on and reach higher than normal.



This camera cheat is extremely useful. Open it and it spews out replicas of the items you need to get to the exit.



# PUGSY

With more useful objects than a Swiss army knife, is *Pugsy* really a tip-top puzzler of a game? Lisa Collins huris herself into the fray to find out just how playable it is.



This handy map tells you exactly where you are on the island and where you should go to next.

## OBJECT HEAVEN

In *Pugsy* there are loads of objects to use, stand on, throw and fire with. More is a small selection of some of the more handy objects you can find on the alien island.

**Transmogrifier:** This is extremely important as finding and using this one will tell you what object you need to use next in order to proceed.

**Hook:** When you pick this back up and use it, you will not only get a fish but also gain some extra hitting power.

**Monks:** These give you an extra life if you remember to pick them up and carry them through the exit gate.

**P**ugsy was a hit on the Mega Drive and SNES, but is it going to bell off the Richter scale on the Amiga also? In short, yes. *Pugsy*, complete with dely bopper hairdo kept me completely captivated as he bounced, jumped and ran his way through 51 levels battling against evil adversaries including five end of world guardians and, finally, the master end of game big badde. As you puzzle your way through the sections with names like The Star Fall Lake, The Cave, the Beach and The Red Woods, you can't help being blasted by the superb sprite graphics, which include underwater raccoons in diving suits, cute-but-dangerous knights, evil starfish and deadly bees.

## PUGSY GO HOME

The story so far: *Pugsy* a spacechip has been hacked, leaving him stranded on an island on an alien planet. Your job is to help him get off the island and back home to his mummy and daddy.

Don't be fooled by the simple storyline though, *Pugsy* races through each superbly-animated level using a TOI (Total Object Interaction) system

which means that every object you come across can be used to help you out of your predicament. If you have to cross a deep, murky lake then clinging to a light object will help keep you afloat, conversely if you are being blown about by one of the huge propeller fans holding a heavy object will keep your feet on the ground.

## BRAIN POWER

One of the fab things about *Pugsy* is that it makes you use your noodle, and lord knows, with all the mindless violence around these days it's a welcome change (oh shut up *Losé* - Ed). For example, on one of the levels in the Star Fall Lake section the only way to continue is to put out the flames that block your path, so you have to find something to put them out. But it's not that simple. I quickly found a water pistol, but before the fire had been completely quenched the pistol ran out of water! So I had to troop off and look around for another way to fill the pistol up.

There isn't always one answer to any problem and this adds to the fun. While you are busy working out your next move, you have to watch out for



Here's a hint at the nasty guardians that you have to battle against.

nasty raccoons and an all manner of evil aliens which pop up out of the ground unexpectedly.

## SURPRISE CITY

There are a couple of hidden extras which help *Pugsy* out. If you find a box with a pair of sneakers in it, put them on and *Pugsy* will speed off faster than the CU AMIGA team on a Friday night at 6.0pm. My favourite item is the small treasure chest which, once opened, will spew out all of the items that you need to pick up in order to find the exit.

## SURROUND SOUND

The game's soundtrack changes and bounces along as *Pugsy* runs through the levels and worlds. My favourite track is when he has to battle against some cute-but-deadly mini knights in the Keep section and he is accompanied by music which sounds like the soundtrack from a movie set in the Tudor times.

One tiny quibble I did have with the way the game looks was that *Pugsy*'s hand didn't seem to grip objects - it hovered above them rather than grasping them. Also the loading sequence seemed to take forever.

However, these admittedly rather minor quibbles aside, *Pugsy* is a fab game, which should keep you entertained for days. Buy it. ☺

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GENRE	PUZZLE/PLATFORM		
TEAM	THE DOME		
CONTROLS	JOYSTICK		
NUMBER OF DISKS	4		
NUMBER OF PLAYERS	1		
HARD DISK INSTALLABLE	NO		
MEMORY	1Mb		

What a brilliant game.

GRAPHICS	+++++90%
SOUND	+++++90%
LASTABILITY	+++++95%
PLAYABILITY	+++++90%

OVERALL 90%





Mark Patterson discovers that Orks do not, in fact, come from the Orkney islands... and dies horribly in the process.

**W**hen I first saw *Darkmere*, I didn't think it was anything more than a colourful version of the old Spectrum classic *Knightmare* from Ultimate. But after a few minutes I started to realise that there was actually far more depth to it. As well as plenty of wandering around battling orcs and other typical fantasy demons, there's also a good deal of puzzle solving.

## KEEP TOLKIEN

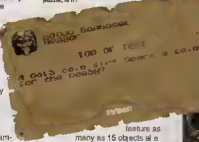
It looks as though the programmers might have taken some of their inspiration from JRR Tolkien books: your sword glows near orcs, for instance, which is exactly what Bilbo's sword, Sting, did in *The Hobbit*. Thankfully though, the plot definitely isn't straight out of *Lord Of The Rings*. Yes, the forces of evil are running riot. Yes, there are elves and... yes, you're looking for a magic clan to help you overcome them. However, when you begin the game you don't have any idea as to where you should be going and what you need to take with you.

## OBJECTS EVERYWHERE

*Darkmere* promises lots but unfortunately doesn't deliver. Its biggest failing is its utterly linear puzzle system. Once you've found the right locations it's usually just a case of transporting an object between them or performing a specific task. There's very little challenge there. Still, when combined with the combat sequences and sheer number of locations to explore there's more than enough game in there to pose quite a challenge, even if it's not terribly exciting.

What does make *Darkmere* difficult is the awkward command interface. This interface is a series of menus which doesn't look very threatening until you try and get to grips with them. For instance, you can call up the examine menu, which can

The bigger you are, and the more items you're carrying, the harder it is to move.



lecture as many as 15 objects at a time. There's no way of telling which ones are important, so you just have to check through them individually, which is time consuming and very dull. Slowing the game down even further is the amount of disk access time. When a location is being loaded it not only has to refresh the graphics but also the character information.



Admittedly the end result is a more involving game, but I'd have been able to suffer a few atactic characters if it meant less loading.

As they are the characters don't have much to say. Depending on who you're talking to there are a number of topics you can inquire about. Most of the time you just get blank looks, or the same answers from the last half-dozen characters. But the only way to find things out is by asking everyone about.

Food can be found almost everywhere in town. Eating replenishes your energy bar so keep on chomping.



The actual controls for moving around the game (as opposed to fighting) are responsive which is handy as you need to position yourself accurately to pick up objects.

Everything, which seems to be the same principle that the objects are based on.

I also had a problem with the combat controls. To fight you have to hold down the fire button then

## ORC AYE THE NOO

Orcs are the most numerous of your enemies. On their own they're not very dangerous but if you encounter a couple in a row they soon sap your energy.



The first indication that trouble is on its way is your sword, which absolutely turns anything evil and gives to warn you that something's coming.



In combat mode you're limited to two different attacks and one block. This is usually adequate, unless you get over-cautious and end up attacking when you should be defending...



...as you did here (uh, uh). You can take plenty of damage, but if you don't watch out you could end up getting caught short in combat (cut short, a sorry - Ed).



The tavern is a good place to pick up information, as long as you can find people who want to talk to you.

move it in a given direction to slash or block. So far so good. What tends to happen though is that the creature you're up against will start hitting you before you get into position. All right, so all's fair in love and war, but it's very hard getting yourself in a suitable position to fight back. You end up walking in circles while a flaming ore hacks chunks out of your torso.

### IMPRESSIVE GRAPHICS

The one outstanding feature of *Darkmere*, and the main reason I persevered with it, is the graphics. They rate as some of the best I've seen on an Amiga adventure. Even on the A500 they're drawn in 32-colour mode and the detail and animation is just superb. In fact, it would seem as though that's where most of the effort has been concentrated. A map feature, for example, would have been very useful because you're often directed to different streets without having a clue where they actually are.

Invariably this leads to lots of wandering around, rucks with cros and frustrated banging on the joystick as you realise you've been going around in circles for 10 minutes. There are many better

adventures out there, although I can't think of one quite as nice looking. I hope Core persevere with *Darkmere's* engine and I'd certainly like to see the follow-up as long as they sort out the problems. As it stands, *Darkmere* is an above average adventure, dogged by unwieldy combat and detail. **CU**

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RELEASE DATE APRIL  
GENRE ARCADE/ADVENTURE  
TEAM IN HOUSE  
CONTROLS JOYSTICK  
NUMBER OF DISKS 5  
NUMBER OF PLAYERS 1  
HARD DISK INSTALLABLE YES  
MEMORY 1Mb

GRAPHICS 85%  
SOUND 89%  
LASTABILITY 84%  
PLAYABILITY 78%

Above average adventure –  
could have been  
better.

**OVERALL 79%**

when you **insist** on

**Q**uality

&

**CHOICE...**

You

*need*

to...



Gremlin Graphics want to give his video recorder, complete with remote control and long play facility, to you. If you've any sense you'll enter this competition pronto.



**O**kay, so what's a *Premier Manager 2* compo doing on the pages of this esteemed tome some seven months after we originally reviewed the game? Put quite simply, it's a cunning marketing ploy on behalf of *Gremlin Graphics* to raise coverage of their top footy game during the build-up to the World Cup. Don't get me wrong though, a marketing ploy it may be, but it's definitely not a cheap one. Oh no.

*Premier Manager 2* is, without doubt, the best soccer manager sim available on the Amiga and if one or two real life managers took a crash course in guiding their teams to the top in *Premier Manager's* championships then they might have ended up going to the USA. But don't worry, whether you're a top international manager (retired), or an ordinary Joe soap footy fanatic you won't have to

This screen might look boring to the uninitiated, but it'll warm the hearts of would be football managers the world over. *Shame them*

stay up all night watching the real games live in the USA because *Gremlin* want to give you a video recorder. That way you can continue playing *Premier Manager 2* into the small hours of the morning instead of watching telly.

But, as they say in those multi-purpose kitchen utensil advertisements, that's not all. When you win the video recorder you'll also get the team of your choice on video, to enjoy now, and save for posterity and future generations. So when you're sending in your entry, make sure to tell us what your favourite soccer team is too. Runners up prizes include five

copies of *Premier Manager 2* and five *Gremlin* t-shirts.

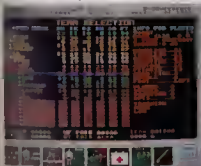
To enter the draw for a Matsui video recorder and the team video of your choice, or one of the runners up prizes of PM2

answer the following questions:

1. Who has recently been made England Manager?
2. In *Premier Manager 2*, what league do you start in?
3. *Gremlin Graphics* is based in Sheffield. Which two Premier League teams come from Sheffield?

**PREMIER  
MANAGER 2**  
NEW SEASON

The  
undisputed  
title holder  
in football  
game



## RULES

1. The competition is not, under any circumstances, open to employees of either Emup Images or Gremlin Graphics.
2. The Editor's decision is final and no correspondence will be entered into.
3. The closing date for entries is 25 April 1994.
4. All answers on the back of a sealed envelope is preferred please, and, contrary to popular belief, ridiculous postcards or mass displaying semi naked "beach bunnies" will not improve your chances of winning.

# Make the Connection



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Boulder, the glowing boulder that the fantasy world of the Sorcerer is built on. Take the boulder to the Sorcerer and he'll reward you with a much-needed potion.

# SIMON

## THE SORCERER SOLUTION

**PART 2** Andy Mitchell is back with the final instalment of *Simon the Sorcerer*.

**S**kip merrily to the entrance of the diamond cave, then take the path around the side to where you'll find a locked door. This is the entrance to the nasty Goblin's Cave, but unfortunately it's locked. Never mind. If you look under a nearby stone you'll find a shopping list. Return to the village and hand over the Goblin's shopping list, then search the shelves until you find a hammer and a bottle of white spirit. Don't drink the white spirit, it hasn't been chilled and you know how hot your nose is. While you are patiently waiting for the shopkeeper to get the Goblin's shopping ready you might as well get on with some other good deed, so head for the icy mountains.

Go past the frozen barbarian and find the druid wizard. In the centre of the town you should find a small altar and a cove it is a while. Within moments you'll get the signal that you are standing on a piece of magic ore, but without a spade to dig it up you're still not finished. Not to worry, back in the forest there is a fossil hunter with a spade who might come and dig it up. Tell him that there are some fossils around here. Go further up the mountain and here you'll find the glowing giant. At this point you may either chuck a bucket of cold water from the witch's well over him, or

give a blast on the scaphophone. Either method will make the giant twitch and knock over the tree with his arm. Using the fallen tree you can now cross the gorge. Keep a sharp eye on the ground and you'll find yet another rock which can be picked up. Examine this stone and you'll see

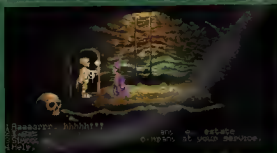
Boulder" will bring you to a hole which is directly above the dragon's hoard of gold. Fix the magnet to the rope, then use this as a fishing rod to steal the gold from below. (Yes, I know that gold isn't magnetic, but the gold doesn't seem to know that, so don't say anything.) Do this twice to

wonderful thing, but this one isn't very smart. One thing it does know, however, is the magic word which will help you defeat the wicked witch, and will tell you what it is if you use the white spirit to remove the mark on its trunk.

Back to the village and slip the fossil stone under the blacksmith's hammer to reveal the fossil. Rush to the paleontologist and use the stone to move his digging activities into the mountains.

By this time there will be a box outside the village shop, so open it and hide inside. In the twinkling of an eye you'll end up locked inside the Goblin's storeroom. Search the boxes and you'll find the spellbook, inside which you'll find a loose piece of paper. On the floor you'll find a rat bone. Slip the paper under the locked door, then use the bone to push the key out of the other side of the lock and onto the paper. By retrieving this paper you'll get the key. Unlock the door, and with the power of the ring to make you invisible, pick up the bucket and walk down the stairs. Remove the ring and talk to the Druid. Pick up the mugs and the Moberd - to enable the Druid to escape you'll need to use the bucket with the Druid, and then use the firebrand with the Druid.

Finally, hide inside the iron maiden to escape from the evil



The boulder will be the key to the cave in a bright, sunny day. A quick look at the screen, and the boulder will reveal all of your progress in a jiffy.

trace of a fossil hidden in its depths. The entrance to the dragon's cave is next on our itinerary, so gather your courage and creep inside. Use the cough medicine on the dragon, then the fire extinguisher can be grabbed. Take it and leave. Outside you can use the back of the boulder at the top of the cave entrance. Climbing up the rope, (using 'Walk to

get lots of gold. A little further up the trail you'll come to a row of climbing pegs. Typically, some rotter has stolen one of the pegs, blocking your route up the rock face. However you can jump from ledge to ledge to get to the other side of this screen, and here you'll find a talking tree. You may think that a talking tree is a simply



Goblins: The Druid will return and give you a hachese which will enable you to escape. Now it's time to return to the top levels and find the mirror that's lying amidst the rubble which our fossil-hound has dug up. Climb to the blacksmith and have it beashed into an axehead which can be given to the woodcutter. As the woodcutter didn't think to give you a reward I think it's only fair that we reward ourselves, so enter the house and pick up the climbing pin from the table. Use the fire extinguisher on his fire and then move the hook in the fireplace and voila - a secret elevator. From the store below, you can extract the woodworm's favourite snack and take this to the stove in the forest. Now return to the regular lower and use the woodworm on the floorboards.

With the aid of the ladder you can get down to the Tomb of the Mummy. From the moment you open the Mummy's coffin you have only a split second to find the loose piece of bandage and move it. Your nasty foe will disappear in a crumbling heap, allowing you to grab the magical staff. Take the staff to the wizards in the tavern who will, for a small fee, take you to wizard status and give you a wizard's starter pack.

The Druid has returned home, but unfortunately he is still a frog. Resist the temptation to kiss him, but instead go to the jetty beneath the swamping's house and repair the loaves board with the hammer and nail. The frogbeane you seek is on top of the Skull. Armed with the flower's you may now return to the house and be rewarded with a healing potion.

Now we come to the scary bit. Head for the witch's cottage and then leave the game. Armed with the magic word, enter the cottage. The witch will return and challenge you to a duel. It may take you a little while to figure out how to play her game of magical Schemers and Stars, but eventually you will use it to turn yourself into a mouse and escape with the broomstick via the mouse-hole.

There is only one way to get past this scary character and that is to just really laugh. Throttle the little and watch him happen.

It's game time. The wizard and head-on more into the mountains. Using the climbing pin you will climb to new heights and here you must resist the peppermints to deal with the evil snowmen. The witch's broom will fly you across the gap to the door of

the blacksmith. On your way to the boat, select the 'work' command to move the boat across the water and pick up some seeds. These seeds may now be used on the stove to produce an oil which is ideal for lubricating the rusty lap.



With the diamond safety suit of the king, your path is now clear to pass inside the newspaper and say yourself off to the Fairy Pits.



There are lots of things more dangerous than a dragon with a laugh. Before you try and grab the fire-extinguisher, make sure you have something to smother the dragon's flames or you'll be fried to a crisp.

the dark castle, and the Druid's potion will cut you down to a size which lets you crawl under the door.

From the garden you can pick up a leaf, a stone, and a motorbike from inside the bucket. Pick up the fly ped, then use the leaf and the



The evil wizard previous beneath the red-foot lake and the lightning is saved some again. Perhaps now we can all get home shiny at last, and stop driving ourselves away with this nasty game!

Finally, use the hair of the dog to open the tap. At the other side of the pond there is a tadpole in the water which can be used to threaten that nasty frog who bars your way. Once that little problem has 'happened' it you can pick and eat the magical

mushrooms. They must be the ones which our old friend Alice dropped, because when you eat them you return to your old self.

Before entering the nearby door, pick up the loose branch - you'll need it to defeat the chest inside. Grab a spear and shield and then go downstairs. Use the spear on the skull, pick it up. Collect the locked chest. Move the lever, put the locked chest on the block, move the lever again to crush the chest and pick up the candle.

Climb to the middle level of the house and pick up the wand, book, pouch and sock. Open the book, use the pouch with the sock. Find the mouse-hole at the edge of the stairs, use the pouch on the hole to catch a mouse. Climb upstairs and use the chemicals on the shield to turn it into a mirror. Use the shield on the hook in the middle of the screen.

It's back downstairs to talk to the mirror and view the lab upstairs. Return to the top level and read the book on the shelf at the rear of the room. Talk to the Demons and perform the magic tale. Finally, use the teleport to transport you to the fairy pits.

On your arrival at the fairy pits you can pick up a pebble, a T-shaped piece of wood, and collect some brochures from the assistant. Look at the brochures to find the rubber band, which you can use with the wood to make a catapult. Flim the pebble to set off the alarm bell. Grab some matches from the counter and head for the pit.

A quick flash of the magic wand will 'rock' Sordid the wizard and he'll end up quite 'spongy-faced', giving you time to re-light the pit. Throw the wand into the pit then make a dash for the doorway before Sordid is able to return and send a lightning bolt up your trouser leg. Arm yourself with the bucket of slippery beer was from outside the door and return to face Sordid in the final conflict. Use the beer wax on the wizard and watch him slip into the fairy flames.

Don't think that's the end of the saga. AdventureSoft is bowsering away on the next instalment of this great game. You will be back!





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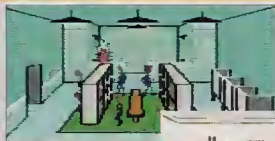
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# VFM



**BUDGET**

It must be... it is! It's CU AMIGA's popstastic, fantastic guide to value for money games. Mark Patterson finds his pockets empty, as usual.



## POLICE QUEST

**KIXX PRICE: £16.99**

If American TV is to be believed, police work involves having a partner you don't want, investigating the occasional corrupt fellow officer and shooting at people with your .38 Detective's special.

Unfortunately, as all good The Bill fans know, the real world isn't nearly as glamorous. It involves scooping drunks out of gutters and doing bits of paper-work. *Police Quest* is a compromise between the two scenarios, involving plenty of realistic donkey work and a serial killer called Death Angel exacting his own form of population control.

As an officer of the Lytton Police Department, it's your job to keep the streets safe for law abiding citizens. You do get to wave your daystick at street punks - who usually give up and go away, but you're prohibited from re-enacting *Magnum Force* and going on a one-man vigilante crusade, which, I must admit, was the first thing I tried.

The manual covers all the essentials of police work, from when to draw your gun to how to play live-card draw poker with the lads after work. But once you've learned the basics, such as proper arrest procedures you can do away with the manual and really get down to crime fighting.

Once 'realistic 3D graphics' now look very dated, with psychedelic colour schemes providing tell-tale signs that this game's been converted from the EGA PC version. Still they were good for the time and don't detract from the action. *Police Quest* is a full-blown classic which will keep you playing right to the very end.

Mark Patterson

**88%**

## SPACE QUEST 2

**KIXX PRICE: £16.99**

This is one of the stalwart titles which helped Sierra hit the big time. It stars Roger Wilco, a hopeless space engineer who spends most of his working life scrubbing the outside of a space station. When he's not battling aliens or saving the universe that is.

In fact, it's his previous universe-saving adventure that's landed him in hot water this time. His arch-enemy Sludge Volhaus, deflated bad guy from the first game, has returned with the express aim of killing Roger and destroying his home-world by unleashing thousands of genetically engineered insurance



**80%**



## HOYLE OFFICIAL BOOK OF GAMES VOLUMES I+II

**KIXX PRICE: £16.99 EACH**

Card games aren't everybody's idea of entertainment at the best of times - even less so when they don't actually feature real cards but come on a disk instead.

I had certain reservations about this game before I'd even taken it out of the box. You can't blame me though. It's a fair whack of cash to pay out when you compare it to a 50p pack of cards from the local Newsey. However, that was before I discovered the tutorial mode.

Rather than buying these games to play competitive cards, it's a much better idea using them to learn how to play properly against real people. If you're constantly getting trounced by friends and end up handing cash over all the time, a few hours on this game will help you turn things around.

Over the two volumes you can learn the finer arts of various voltaire games, cribbage, crazy 8's and plenty of games you've probably never heard of. Considering this isn't what you'd call a zappy licence, the programmers have gone to great lengths to dress it up too.

There are plenty of opponents to go up against, different card decks to choose from and set-up options for almost every aspect of the game, from dealing speed to how fast you want your opponent's cards to animate. Unless

you're a card addict with a passion for gin rummy, there's a limited amount of fun you can have with this. But for giving your mates a shock by suddenly becoming audaciously good at cards, it's priceless.

Mark Patterson

**74%**



salesmen on it. Despite the *Red Dwarf* premise, and the occasionally too-American humour, *Space Quest 2* is probably the best game in the series. Some of the puzzles are a little obscure though, such as setting fire to a bog-pot to set off fire sprinklers in order to short circuit guard robots.

While I still prefer the modern LucasArts adventures such as *Indiana Jones and The Temple of the Tentacle*, *Space Quest 2* has a character all of its own. Although there aren't any major additions to the style of the plot, other than finding yourself lost at every intersection, it's still diverting enough to hold your attention for quite a while. It's not a bad price for a reasonable product, but I would have been happier had it been a few quid cheaper. Recommended though.

**80%**



## KINGS QUEST II: ROMANCING THE THRONE

Kixx £16.99

Let's get one thing straight, I am not a lenol headlines with pons in them. So, this game's title doesn't strike me as being very funny. Having said that *Kings Quest II: Romancing the Throne* is actually an okay game. Its plot continues where the first instalment left off. You, King Graham, must provide an heir to the throne, but being a picky blender you don't like any of the several thousand noble young women in the kingdom. Oh no, the one you want is locked up in a tower, guarded by foul creatures from the dark side.

Of course, if it was only as easy as just rescuing her! On your travels you also have to collect as many bits of jewellery as possible in order to buy her affection—which sounds a little suspicious to me. And, oh yes, did I mention the girl's evil guardian, a wicked, sorcerous old witch with a vicious temper who tries to hamper your efforts at every possible moment.

The dwarfs also make things difficult, while the other inhabitants of the land are like something out of a dodgy American sitcom. However, there's a certain charm to the game, which comes mainly from its decent plot structure and balanced gameplay. It's not quite as good as *Police Quest*, but it's good value for money nonetheless.

Mark Patterson

## LEISURE SUIT LARRY II

Kixx £16.99

If you're a nineties man then this is the time to turn the page and go read something nice and technical. However, if you're the sort of birds 'n' booze guy who is quite at home in darkened clubs where you don't mind not being able to see the face of the person you're talking too, this could be your game. It's based on the exploits of Larry Laffer, a man without a woman who's on a mission to plight his trough with the first bit of skirt he finds.

It uses the same point and click interface that now graces all of Sierra's games, although it also features a text-entry system which unfortunately proves a bit awkward at times owing to its limited vocabulary. There's also not as much to do as in later Sierra adventures, which is a bit off-putting, especially if you've played any of the more nifty to date games in this series. Some of the puzzles do prove to be quite taxing, but the majority deal with subjects such as working out how to get a certain girl back to your room while keeping up with her equally testy moles, in the hope of picking one of them up later.

This may have been the kind of humour which made the proto-computer censorship lobby wince in the eighties, but nowadays it struggles to even hit 'saucey on the smelt-onion'.

As an adventure *Leisure Suit Larry II* more than passes the though, with plenty of puzzles, even if most of them are easy to solve. This game is a good introduction to the adventure genre, but hardened players will go through this as fast as a man with a sweet tooth goes through a pile of tasty, yummy doughnuts.

Mark Patterson

# FABULOUS SIERRA COMPETITION!

## WIN 21 GAMES!

### HERE'S WHAT YOU CAN WIN!

Here is a full list of the games you can win. Some are available now and the rest will be forwarded to you as they are released.

Police Quest 1  
Police Quest 2  
Police Quest 3  
Police Quest 4  
Quest For Glory 1  
Quest For Glory 2  
Space Quest 1  
Space Quest 2  
Space Quest 3  
Space Quest 4  
Kings Quest 1  
Kings Quest 2  
Kings Quest 3

Kings Quest 4  
Kings Quest 5  
Leisure Suit Larry 1  
Leisure Suit Larry 2  
Hoyles Best Of Games 1  
Hoyles Best Of Games 2  
Hoyles Best Of Games 3

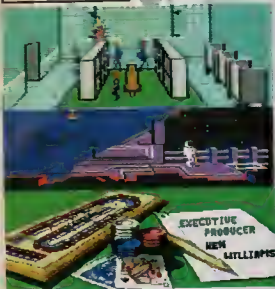
KIXX were pleased as punch when they picked up the Sierra licences a couple of months ago, though not as pleased as you lot when you found out you could get 20 Sierra titles for under £17 each!

To celebrate this momentous occasion in budget gaming history, KIXX have agreed to give five lucky CU AMIGA readers the chance to win one of these fabulous games. In other words five sets of all 20 Sierra games are up for grabs. So, whether you fancy yourself as a policeman, a space adventurer, a dashing knight or an irresistible hunk, you'll find the right game for you here.

So how do I win one of these fabulous prizes, you want to know. Easy, just answer this very simple question: **What is Leisure Suit Larry's surname?**

Just that down on the back of an envelope, add your game and address, and then pop the lot off to:

**"I HOPE I'VE GOT ROOM  
FOR THEM"  
CU AMIGA, PRIORITY  
COUNT, 30-32  
FARRINGTON LANE,  
LONDON EC1R 3AU.**



### RULES

1. Closing date for all entries is 30th April 1984.

2. The editor's decision is final and no correspondence will be entered into.

3. This competition is not open to employees of KIXX or EMAP Images.



## Adventure Helpline



“Hello darlings, did you miss me? I certainly missed you. I'm getting very bored with death lately. I used to be content popping down the village for a quick bite around midnight, then drifting around the castle till dawn, but after a couple of hundred years things do tend to become a drag. What I need is a long-term relationship with someone who can keep me amused. Of course being the way I am, I do have rather unusual requirements. What I really need is a man who can stay up all night. Any offers?”



## VAMP

capture your heart.

## GOBLINS II

In *Goblins II*, I can't get past the bridge to get to the thumb licks. I've got the peeper, salt, stool, kindelectr and a pair of gloves. Please can you help me

Ryan Green, Kent.

*I* If the big fog cover with I Angus. While Fingus is holding the cover, Winkle can pour salt onto the little grey ewe. Get Winkle to take the file in the left eye, and the other to hold the right. Then head Winkle up onto the shelf where he can then use the file to break the chain.

## LEGEND OF KYRANDIA

Like you, I like to get my teeth into things, but I am having problems with *Legend of Kyrandia*. I was in the forest beside the floating chair, and when I used my powers the chair descended to the ground, only to be nicked by some pip-squeak.

I have discovered three potions (blue, yellow and red). I have bottles of salt water, mineral water and fresh water. I also have a silver statuette of a unicorn. I think I need a potion to shrink myself down to the size where I can enter the little door in the tree. Is this correct?

George Pope, London.

*Y*ou need my help to make you shrink? Well that's a new one for me. You'll find that what you need is a purple potion. In the woods beyond Zanikus you can find the Crystals of Alchemy. These crystals will help you mix the potions which you already have to make yet more. (e.g. a blue potion mixed with a red potion will make a purple one.) Yellow and blue make green, Red and yellow makes orange.

**Beware. She's lovely to look at, but fatal to kiss. Wild and wicked, Vampyra is back to solve all of your problems and capture your heart.**

## INDIANA JONES AND THE LAST CRUSADE

In *Indiana Jones and the Last Crusade*, I can get into the caverns below the library in Venice, but I can't get past the pool

Pat McAree, Ireland.

*T*o drain the pool you'll need to find the plug in the ceiling just above the rock bridge. Insert the hook which comes from the skeleton's hand then use the whip to pull out the plug.

Of course you are now going to tell me that you don't know what I'm talking about because you haven't found the rock bridge. That's because you haven't been to the cave in the puzzle and got the wine bottle off the table. A wine expert like yourself will recognise that the bottle contains horrible poison, so you'll have no trouble convincing the divers to let you take it away.

You can fill the bottle with water, and use that to loosen the mud which is blocking the flaming torch in the wall. Pull the torch, then brace yourself.

I would also like to mention that when a man is drunk, he is only half as strong as he thinks he is. Fill the trophy with beer from the kitchen to solve your problem.

## OPERATION STEALTH

I've been stuck for nearly four months at the bottom of the ocean, tied to a rock with a girl that I don't even know! I had just met the girl in a hotel room when a bunch of bandits burst in, grabbed us, and threw us both in the ocean. Of course, you know I'm talking about *Operation Stealth*, so please help me.

I would also like to ask what is the best thing that a mink can give to female that will keep her happy and satisfied?

Yasser Hemad, Kuwait.



Legend of Kyrandia.

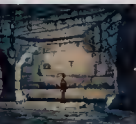
**Y**ou've known how to throw a girl a good time. My first date was a disaster, but at least I didn't end up getting drowned. The trick in this situation is to ensure that you have taken an inflatable bracelet with you on the tide. If you chooped all of your dollars into the land money at the bank, you'll have to do the operations twice to change it all; then you will have enough to buy an inflatable bracelet from the salesman on the beach just before you are thrown into the sea, operate the bracelet. Once you are in the water operate the bracelet again to loosen your bonds. Swim towards the girl and operate on her. Ooh it's like when the Coast and I play Doctors and Nurses.

As for your last question, there are a number of large mechanical devices which make an impression on most women. One of which is a Mercedes-Benz.

## CURSE OF ENCHANIA

I am stuck in the Los World, in the Curse of Enchania. After going through Mister Beu's clothes shop, I got the snowballs and threw them at the snow monster. But I can't find anything else to help me get past this point. Also, the man to the pub keeps throwing me out.

Chris Carr, Duustable.



Curse of Enchania.

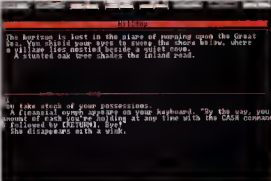
**W**hen you first enter the Los World, you'll find a plank which you can pick up. Move to the next screen and throw the plank. You'll now be able to pick up a fish.

Go down a screen and there is a deadweight which you can take. I recommend you wear the deadweight because that fish makes you most disgusting. You can give the fish to an Eskimo, and he'll give you something!

Don't worry about being chosen, not of mine, it would be happen to me all of the time. Perhaps you should stop asking off all your clothes after you've had a few drinks - it works, believe me.

## BEYOND ZORK

My little problem is with Beyond Zork, please Vamp, can you help me? In the forest, (where the Cruel Puppet lives) I have come across a rock with an inscription on it. Never ahead, but ever behind, flying swifter past etc. I'm sure the answer to this riddle is 'Time', yet I cannot see what I have to do. Also, what use is the old sailor? Jeremy Drake, Southport.



Beyond Zork

**W**hen you are an old sailor! Shame on you. And you with a name like Drake. I never met Sir Francis, but his father was a saucy old derv. I'd have you know that some of my happiest memories concern old sailors. And don't you believe what they say about standing up in a hammock. It can be done, provided you're determined - and you've got a good sense of humour.

Not only are you wrong about the old sailors, you are also wrong about the answer to the riddle. Something which is always behind you, apart from your boots is you! 'Youth'. Happily I'll always look just as gorgeous as I do now.

## KINGS QUEST IV

This game is driving me mad. I'm stuck on a beach because I can't find the whale which is supposed to kill me. Whenever I go into the water I keep getting eaten by a shark. I have collected the peacock feather, gold ball, small crown, board, fishing pole, silver fish, Cupid's bow, shovel and a dead fish. Please help. I have spent weeks swimming from different parts of the beach and from different parts of Gineas's island with no success. I am beginning to believe that they have forgotten to add the whale on this disk.

Stephens, Penrhos.

**D**on't be silly, how can someone 'forget a whale'? Just when the whale will turn up as a random event, but maybe the cause of your trouble is that you don't appear to have done everything on the mainland yet. Take the gold ball to the pond near where you found it, and throw it in the water. Finally, let me give you a further hint by telling you what my mother said to me. 'A girl needs to kiss a lot of frogs before she finally meets her prince.'

## BLACK CRYPT

As I am currently out of work and cannot afford to pay some saucy fast cat to encase me from head to toe in rubber and beat me with a taser, I decided to invest in a copy of Black Crypt to give me a dungeon fix. After several hours sweatup over

a hot keyboard I seem to have ground to a painful halt. The level that seems to be giving me so much trouble is level 10. I have completed everything on this level up until the rather nasty Glyph of Death situated at grid reference 8, 13, 10 and labelled 16 in the clue book. I have tried using both scrolls and spells, remove glyph, dispel magic, remove trap, put the kettle on-and-have-a-lie down-and-think-about-it spell, but nothing seems to work.

No matter what I do I can't get past the little blipster, and any attempt leaves my characters charmed, singed and ashen-faced. Not to mention dead.

Please help me, I am way past my wit's end and sitting on someone else's.

Richard Scratchy, Leigh-on-Sea.

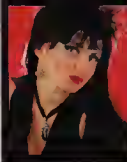
**Y**our sad situation reminds me of a King I once knew. That poor dear was shipwrecked on a desert island with his fester. Within a month, he was as fat as his wife's end. Ah, it's a hard life being so very funny.

I have a nasty suspicion that you have fallen foul of the same problem which maddened me. The glyphs which bear your way in this game are of different

Well the clock on the wall tells me that dawn will be here soon, and it's time I was tucked up safely in the family vault. Final thought, 'To err is human - but it feels divine.'

Write down you, little problem and send it in a plain envelope to:-

'Dear Vampyrs'  
CU Amiga, Priory Court,  
39-32 Farringdon Lane,  
London EC1R 3AU



strengths, and you must use the correct solution for each one. If you use a powerful 'remove glyph' scroll to destroy a weak glyph, instead of using a weak 'remove glyph' spell, it will certainly work, but it leaves you without the powerful scroll which you must have. I fell into exactly the same trap and did not have an old save game which I could use to reverse the situation. As far as I know, unless you have a save game where you still possess the powerful scroll, you're in trouble!

There is no way out of this problem except to restart the game. My only source of consolation ate, if you do restart you'll be amazed how quickly you will get back to where you are now. Most of your time was spent wondering how to solve such little problems. When you replay it again, you'll cut through each level very quickly.



Black Crypt.



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# GET SERIOUS

The best technical section this side of Pluto, this is CU AMIGA's monthly guide to what's seriously hot on the Amiga scene. You want the low-down? Then join the Get Serious hoe-down!

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The CU AMIGA top rated accolade for non-games products scoring over 90%. They will definitely be worth the money and are likely to act as a benchmark for future releases.



Contents: BALL, ASTEROIDS, TWENTYS, BLOCK IT, DOORABLE, ORIENTATION.

All three CD-ROMs in the 17 BIT Collection can be accessed from this front panel, which makes finding that particular disk rather easy.

## 17 BIT II - THE COLLECTION

One of the better known purveyors of Amiga Public Domain has been 17 Bit Software, a company with enough foresight to place most of its collection on a set of two CD-ROMs last year. Amiga users lucky enough to have access to a CD-ROM drive could buy these disks and instantly gain possession of over 1700 floppy disks worth of software, for the bargain price of £40. Now the library has grown enough to merit a new disk, and so 17 BIT II - The Collection is here.

The CD is divided into three sections: 1 to 140, which just happen to feature two of a certain CU AMIGA writer's programs (blush), and dozens of slightly more obscure collections which by then offer almost every Public Domain program you could ever need.

As per usual, judging a collection is difficult (do you look at each PD program in turn, score it out of 100 and then average the results?) but this time there are certain aspects of the collection I don't like. For starters, the use of the DMS archiver really gets up my nose. The Disk Master program works by reading each track of a disk and putting it all into one file, usually with a name ending with .DMS. Yes, it's nice and convenient to pack each disk into a single file. Yes, it's clever to have each PD disk re-created onto a floppy disk. No, I don't like it. I use a CD-ROM drive connected to an A4000 to access CD-ROMs, and if I want to use a particular file on the disk it means writing into an entire floppy is produced. One of the reasons I have a CD-ROM drive is to get away from a reliance on floppies, and I much prefer the approach of the Walnut Creek Amiga CD-ROM, which uses LHA to compress files individually and sort them into various categories.

Unfortunately, when it comes to demo programs, DMS is the only solution, an evilly single track on the disk - bootblocks, especially - must be included in the archive. Don't worry though, you'll still spend more time using the files than you will waiting for them to un-DMS, and to be honest there probably isn't a better way of storing the files.

The other floppy collections on the CD (ARUG, NZ and AMIGAN) are stored in an uncompressed form, which makes life easier, and when left to auto boot in a CDTV or CD32, a special disk selection front panel appears. This panel is quite handy and copies a list of all the files on the disk. In fact, you also get a list of the files on the previous disk in the 17 Bit Collection. If you select a disk from one of these you are prompted for the relevant CD. It's a nice touch, and I can see queues forming in Amiga clubs across the land as members wait in line to get their chosen PD from a CDTV acting as a vending machine or jukebox. However, for some reason I had a great deal of hassle with the front panel, especially using the CDTV remote control. The button seems to have a random effect on the display, ranging from the irritating to the useless, and I quickly started using Permit to access files from another Amiga instead.

When it comes down to it though, no matter which way you decide to access the files, you'll still have many hundreds of megabytes of Amiga software to look through. An essential resource for all Amiga owners.

Available from: 17 Bit Software, 1st Floor Offices, 2/8 Market Street, Wakefield, West Yorkshire WF1 1DH. Tel: 0924 369982. Price: £19.99 plus 75p p.p.













Here's one of those features you just know you're going to love. Particle effects provide scripts for some of the weirdest things yet to be animated.

life experimenting. Particles and the particle effects is such a feature.

Have you seen *Deep Space 9*? Seen the bit at the start where a large white glitzy rock thing flies past, spewing dual energy where? Imagine 2.0 can do that.

Want to animate walk coming from a nose pipe? Down a waterfall? How about smoke from a candle? Rain? Wind blown snow? (ugh, don't talk to me about snow).

This is what Imagine particles are all about. They are nothing like the real world physics of *Real 3D* — there aren't bowling balls scattering pine but they are still very clever, and it's going to be some time before the real power behind these menus and requesters are turned into animations, but you can bet I will look good.

## MORPHING AND WARPING

A deformation menu is another new addition, which can be used to add a new twist to your objects. Highlight your object in the usual way, and then decide how to twist, ahead, taper, pinch, bend or stretch it. The degree of mangling can be controlled by entering numbers, or by selecting one of the new buttons at the bottom of the Detail Editor and wiggling the mouse. Thankfully the Undo feature still works a treat.

## WHAT'S HOT AND WHAT'S NOT

### WHAT'S NEW

Here's a quick at-a-glance list of some of the new features present in Imagine 2.0.

- Real time 3D edit view
- Spines editor
- Fifty new textures
- Particles
- ABA rendering modes
- Deformations
- States
- Particle effects

### WHAT'S NOT NEW

And here are some of the features which have been promised at various stages for Imagine 3.0, but failed to make it into this 2.0 version.

- A new 3.0 manual (is currently being written, and is supposed to be considerably better than the 2.0 manual)
- Bones
- Kinematics
- Improved self-aliasing
- New light sources with improved shadowing
- Shadow mapping
- Depth of field effects
- Sound

Object states are closely related to warping objects. When creating animations it's extremely useful to be able to define keyframes, and then get the software to tween or morph the object between them.

For example, an image of a head talking might require one frame with the mouth fully closed and another with the mouth fully open. The intervening frames can all be calculated by the computer.

Doing this with Imagine was always possible, but the real problem was it when brush and texture maps are used. If you map a digitized picture of a face onto the head object and alter the shape of the object, the texture seems to remain static as the object squirms underneath in a most repulsive manner.

Now with the addition of states, the textures can be tucked into place so that when an object gets bigger, the texture stretches to cover it. Clever stuff, and it allows for all sorts of weird and wonderful morphing projects.

## BAD THINGS

It's a pity that some of the old limitations are still present in Imagine 2.0. Any backdrop image still has to be the same size as the rendered image, which makes rendering previews and full screens tedious. Come on, how much work does it take to scale an image? And please, please, and please, add a file requester — it can take ages typing in a long path — only to find that you've made a mistake when the rendering process starts. This isn't what Workbench 3.0 was made for.

On the other hand, some real improvements have been made in the palette handling area, although Impulse still haven't got the hang of directly creating animations. The plan to see that Impulse still have a lot to do before Imagine can approach the flexibility of *Real 3Dv2*.

## CONCLUSION

Imagine 2.0 is good, but far from the finished 3.0. It's not completely fair to say it's only worth the hassle of upgrading if you are sure you have pushed 2.0 as far as you can already, as the new version is made and object deformations will actually make the program easier to use.

However, the biggest single improvement Impulse can make in version 3.0 is a good manual, preferably one that covers all the features in the program in detail. Until that happens many Imagine owners will only be scraping the surface.



I couldn't get the PostScript font to work, so I had to use a DeluxeFont image, a script to it, level it and give it a little deformation. The texture is interesting but bright.

## THAT NEW MENU IN FULL

### UNHIDE/REHIDE

Controls grouping of objects and their current Imagine state.

### DEFORMATIONS

Also known as tics, different ways to destroy a perfectly good object. In reality the object can be as elastic or as stiff as you wish.

### CONFORMATIONS

Moved from a previous menu, Warps objects as they bend around spheres or cylinders.

### PARTICLES

Add particles to an object to permit various sorts of animation and special effects.

### APPLIQUE

Use a brush map to deform an object, depending on grey-scale colour. Similar to a bump map, but the positions of triangular facets are actually modified.

### WAVE

Instantly deform an object with ripple or wave effects.

### STATES

Control the state of an object, and lock it with its warping brush and texture maps.

### CHECK OBJ

Perform an informal check on any objects loaded in. Some previously defined objects may not work perfectly with Imagine 2.0.

### LATTICE

Split an object into its component triangles, adding an edge to each. The easiest way to get scaffolding effects.

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### EASE OF USE

★★★★★★★★★★★★70%

Thanks to erasing documentation, Imagine has never been easy to use. The few pages supplied with 2.0 will point out new features to Imagine experts and baffle new owners.

### VALUE FOR MONEY

★★★★★★★★★★★★77%

Value for money if you have pushed version 2.0 as far as it can go. Probably better to wait for version 3.0.

### EFFECTIVENESS

★★★★★★★★★★★★85%

Getting there. The new editor view is great, but rather than include the features everyone wanted, Impulse have added what they think everyone will want.

### FLEXIBILITY

★★★★★★★★★★★★86%

Creating objects is getting easier, although more advanced brush and shadow mapping is needed.

### INNOVATION

★★★★★★★★★★★★89%

Some pretty exciting features are starting to make Imagine look like a serious contender for the rendering crown it once held.

It's not Imagine 3.0 but at least it's available.

OVERALL 82%

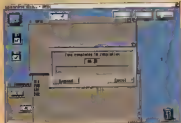
Setting up UDT is done via a Workbench 2.0 commodity program that gives you full control over the program's operation.

**Losing important files on a disk that suddenly decides to kick the bucket can be very frustrating, but need not be fatal. Jason Holborn looks at a program that promises to bring your files back from the dead.**

# UPPER DISK TOOLS

No storage medium is totally fail-safe and even in these days of CD-ROMs, high-density floppy disks and large hard drives it is still possible for a disk to suddenly crash. When this does happen you can be certain that the disk would have contained files that you desperately needed — be it that vital letter to your solicitor, the musical score that you've been working on for weeks or even your saved game files for *Frontier*.

Recently, I suffered from this problem when my Macintosh hard drive suddenly decided to take a one-way trip to hard drive heaven, taking all my files with it. Unfortunately, I was unable to recover these files but I would have had a much greater chance if they had been stored on an Amiga hard drive and I



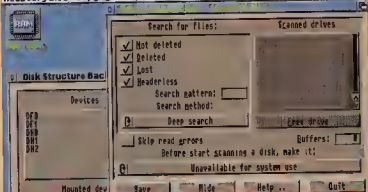
Whenever you access a disk through the REC device, UDT scans the disk for any volatile files.

had a copy of Upper Disk Tools to hand. Upper Disk Tools (UDT) is the first in a range of budget utilities which promise high performance without the price UDT claims that it is a disk suddenly develops problems it will attempt to recover any files that it can from the device. If the disk is too far gone then you're in trouble, but, believe it or not, most leaky disks are usually not that bad.

## BREAKDOWN RECOVERY

The UDT program disk contains two programs: *Recovery* and *DSBackup*. *Recovery* is responsible for handling the task of recovering files from floppy disks and is different from the *DiskDoctor* style utilities that Amiga users have come to love. Instead of running as a self-contained utility, *Recovery* installs an AmigaDOS device called REC that can be accessed from either AmigaDOS, Workbench (the

Recovery 1.00 - Copyright © Upper Design 1992,1993



REC device is automatically assigned its own disk icon) or even your favourite directory utility. It provides a sort of back door into any standard AmigaDOS device which is currently mounted. This may seem a strange method of handling disk recovery but it works very well indeed.

Say, for example, the disk in your internal drive was faulty and it contained files that you were unable to extract through normal means. All you'd have to do is double click on the REC disk icon and a window containing two drawers will open, one of which is labelled Drives. Inside this drawer is a further set of drawers, one for each AmigaDOS device (DF0, DH0 etc). To extract the files from DF0 all you have to do is double click on the DF0 drawer and UDT will then scan the disk for any files that it can find. It is intelligent too — even if the file doesn't have a header or has been deleted, UDT will still find it (most of the time). Scanning a standard AmigaDOS floppy disk takes about a minute and once it's complete, a directory is created inside the DF0 drawer containing the names of all the files that UDT managed to find. If it managed to find the files that you thought you had lost, you can then copy them across to a standard AmigaDOS floppy or hard disk simply by dragging them out of the REC device window and onto the backup disk.

This technique seems to work well — of all the faulty disks I managed to recover, UDT rescued the files on every one. In fact one particular disk was so badly corrupted that even the Workbench *DiskDoctor* and the PD program *DiskServ2* refused to touch it. Not UDT though — it happily extracted all the files that I wanted without even so much as a hiccup.

Also on the UDT disk is a second utility called *DSBackup* (Disk Structure Backup) that allows you to backup the RDB (Phys Disk Block) structure of any disk. This can be very useful if the structure of the disk becomes corrupt (one of the most common problems with AmigaDOS disks), as it will allow you to restore the structure of the disk, hence giving access to the files on that device. Hard disk users will find this useful as it can save the hassles of having to restore an entire partition from a set of back-up disks.

## CONCLUSION

Most products of this type are plagued by the widespread availability of PD alternatives but UDT is

so powerful that it's unlikely that you'll find a PD program that even comes close. *DiskServ2* is about the best available, but even it cannot compete with the level of recoverability that UDT provides. Combine the impressive level of effectiveness with a price tag that is lower than the average Amiga game and UDT seems just too good to be true.

If you value your data then UDT is a program that you should not be without. It certainly found a permanent home on my hard disk! <sup>(1)</sup>

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# Music-X 2.0

At long last, the eagerly awaited follow up to one of the Amiga's most enduring and popular music programs is with us. Mat Broomfield doh-ray-me's his way through **Music-X 2.0**.

**M**usic-X 2.0 was released to universal acclaim back in the latter part of 1989. It was the first music sequencer written specifically to take advantage of all of the Amiga's unique abilities. Unfortunately, that version was heavily bugged, and it was 1990 before the more stable version 1.1 hit the streets.

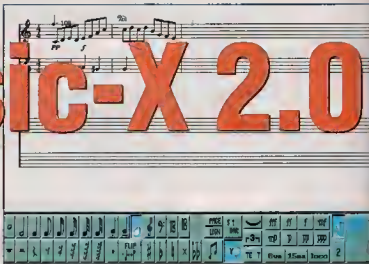
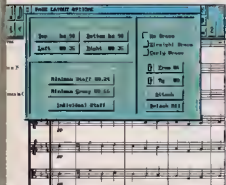
Initially retailing for £190, the program sold in droves, and remarkably, is still selling several hundred copies a week even now. If you look around, you should have no trouble finding a version for £30 or less.

Although it is extremely good, the one thing that the program lacked, was an easy way of entering tunes for those people who don't play an instrument, or who may want to orchestrate or transcribe sheet music.

**Music-X 2.0** solves that problem in one elegant and delightful stroke. In fact, I would even go so far as to say, that the program's main raison d'être, is to provide **Music-X** owners with a good notation package.

The new package is in fact, not one, but two programs, **Music-X** and the new addition, **Notator-X**.

Because the program prints as good as it looks, it comes with a comprehensive set of page layout options.

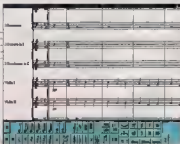


The major new feature of **Music-X 2.0** is a comprehensive traditional notation package called **Notator-X**.

X. So far as I can see, the **Music-X** part of the equation is identical to the original 1.1 version except for one minor change which allows it to communicate with **Notator-X**. For that reason, I'll leave the **Music-X** part until later because I'm just dying to tell you all about **Notator-X**.

As I've already mentioned, **Notator-X** is designed to accept music scored in traditional notation. In other words, quavers and minims, bars and clefs, triplets and ties. The sort of thing that most professional musicians, be they computer, rock or orchestral, use.

At first glance the screen does not appear to be very busy, and you could easily be forgiven for thinking that the program was closely related to **Dr**



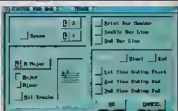
Although it serves a purely aesthetic function, you can group staves using straight or curly braces.

's **Copypast**, one of the least friendly but most powerful notation programs in the world. In fact, in some respects there is a definite relationship, but more about that later.

## POWER STAVES

Before you start entering music, you'll probably want to set up the number of staves, as well as defining them as clefs and the instruments that will be assigned to them.

This program supports up to 16 staves and 36 tracks. If you want to use more than 16 tracks, then you'll simply have to double up on one of the staves. Although this is a nuisance when it hap-



The bar settings can be changed with every bar, and the clef and key signatures can even be altered midway through a bar. It's just a pity that the same time signature has to be used for all the instruments in a bar.

pers, it's really only the liveliest orchestral scores that need more than 16 separate parts in piece.

Once you've specified the number of staves, you can assign specific MIDI channels and names to them. If you're using the program purely for its printed output, this step is redundant, but if you plan to perform the score via **Music-X** then it's invaluable. Incidentally, **Notator-X** is capable of saving scores in standard MIDI format too, so you can even import them into programs like **Bars & Pipes** or **Sequencer 1**.

There's one final aesthetic duty that you can perform upon your staves before you assign them their individual clefs - and that's to group them. This is sometimes done to indicate instrumental groupings, especially when there are separate parts for more than one of the same instrument. The program supports straight and curly braces (although they can't be nested with, say a three staff straight brace inside a seven staff curly one).

## FRIENDLY BAR SET UP

Now that you've set up the overall appearance of the score, it's time to set the characteristics of the individual bars and staves. The **Bar** requester lets you define time signature, key signature, bar lines and numbers and repeats and endings.

Strangely given the program's flexibility, it's not possible to specify a time signature which is unique to a single staff, which means that all parts must be related to the same signature.

Fortunately the same is not true of the key signature which may be specified in a major or minor key, and can be altered at any time - even mid-way

This program gives you more notation primitives than any other Amiga music package, except the ultra-expensive Copied Professional.

through a bar (as can the clef - ah, bias!). Now at last, you can enter some notes!

The program's authors, Desert Software, have tried hard to make the program as friendly to use as possible, with mouse and keyboard shortcuts at every turn. The trouble is, with these sort of programs, user-friendliness is such a personal thing, and what's good for one person, may be less attractive to another. They have tried to reach some sort of a compromise by making *Notator-X* as user-configurable as possible and, although they've succeeded in some cases, in others they've failed.

Anyway, down to specifics. You're initially greeted by two empty staves, each of them two screens wide. The staves are assigned a treble clef and a 4/4 time signature. Apart from that



## JARGON BOX

**EVENT:** Sonorous information is entered as a flow of data which tells an instrument in the Amiga how to perform a piece of music. Any single instruction is known as an event.

**GATE:** The actual duration of a note (as opposed to its sound duration). Articulation affects the gate of a note.

**MIDI:** Musical Instrument Digital Interface. The acronym for a standard communications protocol between instruments and computers which allows them to "speak" to each other.

**PIANO-ROLL:** A way of notating music that uses horizontal rectangles to represent notes. The longer the rectangle, the longer the duration of the note. The display rectangle is on the piano roll, the higher the pitch. Its horizontal position denotes when it will actually play.

**REAL-TIME:** The process of performing an action (in this case recording a line) on-the-fly so that the finished music will replayed off exactly the same timing as you played the original.

**SEQUENCER:** A program which is used to record, combine and edit sequences of music played in real-time on a MIDI-compatible instrument.

**STAFF/STAVE:** The set of five lines on which musical notes are written.

specify how they will be played (staccato, tenuto and normal) via the articulation icons. If these aren't enough, you can add additional note expression using the contents of the Symbols menu. These include pedal on, fermata, accents and more. If these terms seem like double Dutch to you, don't worry, they simply define the duration (gate) and playing style of a note, so an accented note would be played more aggressively (with more attack) than a non-accented one, for example.

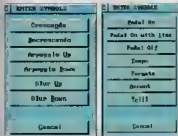
Of course, it will come as no surprise to learn that *Notator-X* supports the standard accidental modifiers (sharp, flat and natural). What will come as a pleasant surprise is the fact that it also recognises double sharps and flats - to my knowledge the only Amiga program to do so. In fact, the program can claim a lot of Amiga firsts and it's very exciting because of this.

*Notator-X* is really is a musician's music program, designed by somebody who's intimately acquainted both with scored music and the shortfalls of existing programs.

But hey, I'm getting ahead of myself again.



The program handles staves very well. In fact it even lets you redefine the shape of each one using bezier handles.



The contents of the Symbol menu are context sensitive. In other words, the choice of symbols available to you changes according to whether or not notes are selected.

a rather unresponsive blue crocheted cursor sits staring at you from the upper of the staves. This cursor denotes exactly where all musical and notation events will be entered (except when the events apply to groups of notes).

## NOTATION

At the bottom of the screen is the icon palette containing every possible event that you can notate. At the left-hand end are the notes, ranging from a semi-breve (whole note) to a one hundred and twenty eighth note (a stick with five tails!). The corresponding rests are also included. Naturally, dotted notes are also supported, although sadly, double dots are not. To make up for that the program does support an infinite number of triplets. Click on the Triplet icon and a requester will appear asking exactly what duration you want the notes to occupy. For example, three notes in the time of two or seven in the time of six.

Once you've chosen those notes, you can

## IT'S IN THE LINKS

*Musix 2.0* is not so much a new program, as an addition to the existing one. This is good because the original program is easy to use. Interface is what made it so popular in the first place.

*Version 2.0* gives you a whole new program called *Notator-X* which you can use for entering your scores. The clever thing is the way that the two programs work together.

Either of them can be loaded and used as a stand-alone program. So if you're in the mood for a little suspense, just load *Musix 2.0*, because it is a bit of abstraction that makes you fancy you only need to load *Notator-X*. However, and this is the really good bit, if you want to try out the results of your work as you go, you can load both programs together and flip between the two. Each of them performs an update of any data from the other, so it's a simple matter to notice a little error you've just played, and so quickly easy matter to agree some chord music that you may have written.

## ENTERING NOTES

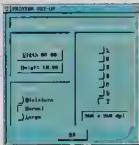
When you've selected a musical event, pressing the return key will place it on the current staff at the cursor location. Once the event has been placed, the cursor remains exactly where it is, which can lead to momentary confusion as to whether or not you placed the event at all. This is not helped by the fact that it's possible to place the same note twice in the same location, which sees somewhat silly.

To move onto the next location, you'll need to manually move the cursor with the mouse or keyboard. By default, the cursor will then naturally move to the next available spot in the staff. Here's where the program starts to resemble *Copyist*, or even *Sonar* for I will not let you move the cursor ahead to a bar, my site bars hence, until you've filled the intervening space with notes or rests. This is a real pity because it forces you to work in a

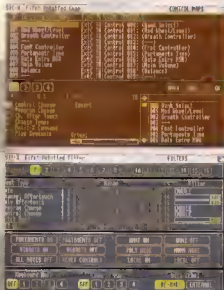
You can enter numerous parameters which will affect the site and sounds of the on-screen image, but ensuring that editing is as friendly as possible. It only the screen would into scroll to follow the 80% cursor instead of having to be manually moved.



totally linear fashion which can be a bit stifling to one's creativity. It's initially far easier to use the program by keyboard, because the controls are intuitive and easy to use. However, although I've not yet become comfortable with the mouse controls, they do offer total control, allowing you to



*Notator-X* produces an extremely accurate picture, making the program useful to professional musicians as well as musical hobbyists.



The program consists of numerous related modules such as these three

notate far faster than the keyboard will let you. Anyway, entering notes is extremely easy, and it won't take long before you've built up a nice little score. Once you've laid down a few bars, there are further modifications that you can make. For example, beams, slurs and ties can only be applied to two or more notes, as can *decrasendos* and *arpeggios*. To select multiple notes, simply use the mouse to drag a box around the required notes and that's it. If you need to select notes across lots of bars, the screen resolution, display resolution and display sizes can all be altered to accommodate virtually any requirements. Altering the display resolution simply changes the space between notes so that they're easier to select individually, whilst altering the screen resolution and display size physically increases or decreases their size so that you can get more or less bars and staves on the screen at a time. The program also lets you add text to a score, which is handy as sickly as everything else.

Finally, before I finish, I must mention Notators printed output, which is by far the best I've ever seen on a sequencer. Not only that, but it's very easy to set up, and forces you to endure none of Music-X's few of the sequencers specifically designed to handle samples as well as it handles MIDI instruments.



the mucking about associated with other, somewhat bug ridden programs

## AND MUSIC-X?

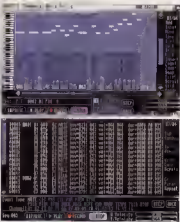
Much as I'd love to keep on talking about Notator X it would be remiss of me to review the package without saying something about the less glamorous part of the partnership: *Musix-X*.

As I mentioned before, this part of the program is essentially unchanged from the version that was released in 1990. Apart from the rather unpleasant on-screen colours, that's not a bad thing because the program was in many ways, a model of innovation and user-friendliness. If only the same could be



The main window which gives you control of the sequences is as easy to use tape style controls

said for the manual which, frankly, although grammatically sound enough, does not help the novice to learn the program. It seems to be all reference and virtually no tutorial. Unfortunately this is an essential requirement for a program of such complexity.



No other program makes it quite so easy to edit complex MIDI events on Music-X, thanks to the Bar and Event Editors

## MODULES

The program consists of nine mixer related editors and control modules which between them allow you to operate the program. Although designed as a sequencer, the program will let you use EFF samples as well. In fact, it'll even let you load up to 64 of them at a time!

The program's main screen is the sequencer win-

dow, from where you can record your tunes in real-time. The top left of the screen is occupied by tape style controls which allow you to specify where in a recorded sequence, additional recording or playback will commence. Recorded sequences are initially stored in a temporary buffer, and it's only once you've confirmed that you want to save them that they are added to the sequence list at the bottom of the screen. This list has room for up to 250 sequences, so there's more than enough for even the most demanding users, especially as sequences can be merged together to give more space.

When you've created a sequence, you can modify the various events individually or collec-



You can use the Keyboard Editor to define complex MIDI events, ranging from a single musical note, to an entire MIDI control sequence, just as you can use the Bar Editor to define complex MIDI events, ranging from a single musical note, to an entire MIDI control sequence

tively via the Bar Editor. For me, this is the most powerful section of the program because it makes complex MIDI operations extremely easy. Far more so than any other MIDI program I've ever used.

Musical notes are displayed as bars on a piano-roll and they move from left to right with time, and top to bottom with pitch. In other words the lower a bar is, the lower its pitch, whilst the further to the right it is, the later in a song it will be played.

It's not just notes that can be shown on this editing screen though. Every type of MIDI event can be displayed and edited too. The start and end velocities of every note can be displayed as blocks whose height denotes their amplitude. Program numbers (instrument changes) are shown as small numbered blocks. By dragging them up and down, the piano roll the instrument numbers are changed. Better still, even complex end system exclusive events such as modulation, pitch bends and aftertouch can be added and edited with the same ease.

If this graphical approach is not to your liking you can always switch from the Bar Editor to the Event Editor. This contains the entire song in list format, with each event described textually - ideal for users of Soundtracker style programs!

*Musix-X* also includes a comprehensive Keyboard Editor which lets you assign different events or sequences to every key of a MIDI keyboard. This means that you could, for example, assign a zone on your keyboard to automatically execute pre-recorded performances, a feature you will need if you want to use the program in a live commercial environment.

Even in its current state (I looked at a pre-release version), *Musix-X* 2.0 looks immensely promising and I simply can't wait to use the finished product.

For more information call the Software Business on 0450 456 497 or watch out for the full review, coming soon, in *CU AMIGA*. **CD**

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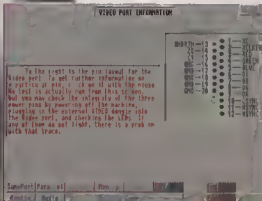
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Now, thanks to the *Advanced Amiga Analyzer*, even the least computer-literate user can perform a full series of diagnostic tests on his Amiga.

**Beast:** The only video test that can be performed with *Advanced Amiga Analyzer* is a voltage test.



**Beast:** The only video test that can be performed with *Advanced Amiga Analyzer* is a voltage test.



The program contains representations of all the external ports. Here you see the joystick and mouse ports. The without pins even light up as you move the mouse or joystick.

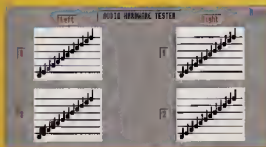
## FEARSOME TWOSOME

*Analyzer* consists of software and hardware which carry out specific tests on separate system elements. The software is the most important part of the set-up because, not only does it perform most of the tests, it also suggests where problem areas are likely to be should a fault occur.

All operations are performed via a button bank which appears at the bottom of the screen. This bank allows you to select the area to be checked, as well as letting you start and stop test runs.

The first button on the button bank is labelled *Gameport*. It lets you test the status of the two joystick/mouse ports. When you select this button, the screen display shows a representation of both ports, with each pin clearly labelled.

If a device is connected to either of the ports, moving it will light up various pins on the display. In order to perform an accurate test, you should plug in the mouse, move it around and try pressing the buttons. You should then plug in a joystick and move that around too, because the ports



react differently. If you have a three-button mouse or an analogue joystick, Analyzer can test them also.

If you should detect an error whilst performing the test, is the appropriate pin doesn't light up when moving in that direction, clicking on that pin will tell you how that part of the port interfaces with the computer. This is invaluable because it tells you exactly what chips and what circuit path to examine in order to find the problem.

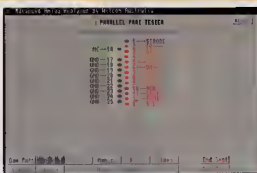
For example, if the light direction on your joystick doesn't work, you're told that the offending pin is buffered through the 74LS157 chip (U202, pin 13) and into the 8362 Denise chip (U201). This handy information makes finding a cure much easier as you can pinpoint where the fault is. There's also a help button which has full details on the tests.

However, for some reason, the software cannot tell you whether or not the appropriate power is reaching the joystick ports, and that's where the extra hardware comes in. Plugging the dangling 0-pin D plug into either port and a light will be illuminated to indicate that all is well. Where no light appears, all is not well. The hardware is also used to check the power of the serial, parallel and RGB video ports.

## YOU CAN'T WAGGLE THAT MISSUS

When it comes to testing the serial and parallel ports, there is nothing to waggle around to check for a response, so the hardware has to generate a signal that simulates such action. After you've selected serial or parallel from the button bar, you will be presented with a graphical representation of the appropriate port. To perform a full check, you'll need to click the run test button at the bottom of the screen. Then, in conjunction with the hardware, the program begins running a series of tests on the

The system configuration gives a summary of the components in your computer so you know what can and can't be upgraded.



When it comes to testing the serial and parallel ports, you'll need to plug in the extra hardware. The program then automatically tests them for you.

various pins. If an error is detected the offending pin is highlighted and information about that pin's function is given as a diagnostic aid.

Not all of the tests involve testing external ports. The memory test, for example, checks the status of all RAM, including expansion memory. It does this by writing to and reading from the entire memory in 256K blocks (small enough for you to locate any particular chips that may have failed). If any errors are discovered, the offending memory address is listed at the bottom of the screen.

The disk drive checking section is designed to check for faults on any drives attached to the Amiga. It does this by performing read and read/write tests. If a fault occurs, a variety of error numbers may be generated, and although most of these are more to do with the structure of the data on the disk, they can be used to detect faults such as misaligned or damaged heads.

Unfortunately, there doesn't seem to be a way of differentiating between the various types of error, but that's not really a weakness in the program.

The Audio test is unsophisticated, but at least it lets you check whether or not all your Amiga's sound channels are working. It does this by playing a short scale of notes across each of the four channels, one after the other, whilst highlighting the notes on-screen.

The idea is that if your Amiga misses a note you'll know it. To be honest, I don't believe there are any faults which will knock out a single note or even a single sound channel, so I feel that this option may have been included to satisfy the inexperienced users who tend to like lots of flashing lights and bells!

The video section is not so much a test as an information screen. They say in the manual that the only test that can be easily applied to the video port is to check whether or not power's getting to it. I would have thought that some sort of test card



might have been useful to help ensure that the RGB lines were working.

The final section is labelled Config and it's especially useful for those occasions when you need to know exactly what chips are lurking inside your Amiga. It reports the ROM, Agnus, Denise, CPU and FPU versions as well as the display mode. It also displays a list of all expansion boards and a summarised memory map. Whilst this last section is useful enough, Sysinfo does offer a more complete system summary.

## CONCLUSION

If you only own an A500, or 600 perhaps, it would be very hard to justify the price of Advanced Amiga Analyzer II, however, you own several Amigas or you belong to a group of Amiga owning friends, or even an Amiga club, this is the very thing you need.

Analyzer takes all the uncertainty out of a faulty computer and lets you quickly establish whether a fault is software or hardware rooted, and in the case of the latter, gives you valuable advice in establishing a solution. Amiga repairers can hardly afford not to use this kit. **CU**

## GRAPEVINE GROUP: \$89.95

A500 A500+ A600 A1200  
A1300 A2000 A3000 A4000  
GRAPEVINE GROUP, 3, CHESTNUT STREET, SUFFERN, NY, 10901, USA.  
TEL: 0101 914 368 4242

EASE OF USE	★★★★★★★★90%
More or less close it will for you	
VALUE FOR MONEY	★★★★★★★★70%
Not bad, but only for private use.	
EFFECTIVENESS	★★★★★★★★75%
Does it well, but could offer more features.	
FLEXIBILITY	★★★★★★★★80%
Checks a good variety of faults, but needs better documentation.	
INNOVATION	★★★★★★★★95%
A repairer's best friend	

**A valuable tool to keep your Amiga in good health.**

**OVERALL 83%**











» someone (heo/alfadata perhaps?) comes up with a PCMCIA SCSI interface. Several A1200 trapdoor expansion systems feature SCSI expansion options which are worth taking up. In the meantime, both of these machines can be connected to a CDTV player. Many High Street retailers are current selling these machines off at bargain prices, and they are well worth getting. For your £100-£200, you'll get a superb box containing a 1Mb A500 plus, a CDROM player which doubles as a music system, a disk drive, mouse and keyboard. CDTV peripherals are still available and it's possible to add all sorts of SCSI hard drives, gateways and trackballs.

However, the inclusion of standard parallel and serial ports at the back of the CDTV's case is very interesting. A normal Par/Net cable can be attached here, and connected to a host Amiga, an A500 for example. With Par/Net running the CDTV's CD-ROM drive can be accessed as a standard AmigaDOS drive called CDD. See the February 1994 issue of CU AMIGA for the Par/Net program and details on linking machines with it.

## SOFTWARE

You might be wondering what the point of having a CD-ROM drive is if you can't actually run any CD32 or CDTV software. Consider this: Do you like PD software? Buy a couple of disks every so often? So how much would it cost you to get 600 floppy disks worth? Quite a bit, eh? How would you feel about a single CD-ROM, costing about £20, which contains all 600 floppy disks - or more - and all instantly available for you? With one disk you can immediately recoup the cost of the player interface - even a new CDTV player!

Okay, there is bound to be some crossover of programs between these disks, but it's not as bad as you might think.

Several PD collections are stored using standard Amiga archives, which means that they end up holding far more than the 600Mb a normal CD-ROM can.

If a CD contains archived data, you'll need access to a floppy or hard drive in order to decompress it, so don't expect it to work on a standalone CDTV or CD32. For example, The 17 Bit Collection requires a floppy drive, so a CDTV and external floppy or a CD-ROM fitted to a big box Amiga is required.

All disks containing compressed programs come with the decompressing software ready to use. **CD**

## CD-ROM SUPPLIERS

**17 BIT SOFTWARE**  
1st Floor Office 2/6 Market Street,  
Walsfield West, Yorkshire WF1 1QH  
**REJULAN RESOURCES**  
74 Durrant Road, Patchway Bristol BS12  
0117 992 7610

## AMINET COLLECTIONS

The electronic Internet system has a huge archive of Amiga software, much of which is not available elsewhere. This disk contains the Amiga site files and a few other collections too. It is perfect for the more serious Amiga user, interested in utilities as well as games and demos. All programs are compressed, usually with LHA. **CDPO vol 1**  
This disk contains the famous Fred Fish Amiga public domain collection, or at least disks number 1 to 650 from it. There is so much stuff here it will take years to look at it all. £19.99, 17 Bit Software (Tel:0924 366 982.)

**CDPO vol 2**  
More Fish disks (651 - 760) and the **GOORE** collection (1-220) of PD disks and the **AB** archives. £19.99, 17 Bit Software (Tel:0924 366 982.)

**CDPO vol 3**  
Filled with the Fish disks 761-990, along with HAM and AGA mode images and the complete text from several books. £19.99, 17 Bit Software (Tel:0924 366 982.)

**DEMO CD 1**  
Stuffed with ready-to-run Demos, clip art, more than 1000 modules, games and utilities. £19.99, 17 Bit Software (Tel:0924 366 982.)

**DEMO CD 2**  
More clip-art and go fun, with over 6000 sound samples. £19.99, 17 Bit Software (Tel:0924 366 982.)

**LOCK AND LOAD**  
A forthcoming collection of games from the Shires, more details when we get a copy. £19.99, 17 Bit Software (Tel:0924 366 982.)

**PANDORA'S CD**  
A demo of multimedia applications (which doesn't work very well on non-CDTV platforms. However, the disk is still crammed with high quality images and sounds and at this price it's a real bargain. £4.95

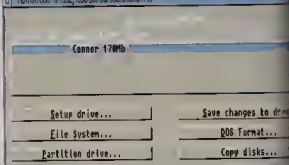
**Baseline Resources**  
(Tel: 0272 760600)

**THE 17 BIT COLLECTION**  
Disks 1 to 2501 from 17 Bit's own Public Domain library on a two disk set. Each disk is archived separately using DME and the supplied file-manager program will expand each the original floppy. £39.99, 17 Bit Software (Tel:0924 366 982.)

**THE 17 BIT CONTINUATION**  
This single disk volume contains disks 2502 to 2900 along with the **Auscast** game disks - see the review elsewhere in this issue for more details. £19.99, 17 Bit Software (Tel:0924 366 982.)

**THE MULTIMEDIA TOOL KIT**  
A disk filled with images (Ham, HamB and 24 bit clip-art, music, fonts and sound samples. Useful for all sorts of non-commercial DTP and Hyperbook-type projects. £19.99, 17 Bit Software (Tel:0924 366 982.)

HDireTools © 1992, 1993 by b3rdinformation AG



The Tandem sectoriser card can also be used to interface standard IDE hard drives to the Amiga. The supplier web software links the Comodore's own HDireTools and does a similar job of creating and formatting new drives.

# Tandem Controller Card

**Cheap PC CD-ROM drives are everywhere, but until now, there was no way you could use one with your Amiga. Plug in the Tandem controller card, and your choice of available CD-ROM drives becomes wider than the Panama canal.**

Amiga owners lucky enough to have a spare Zorro II or III slot can now get the same sort of facilities as PC owners, courtesy of long time peripheral manufacturers b3rdInformation.

This dual-purpose card is a hell-height circuit board, the most interesting thing about it is its two 40-pin connectors which, suitable ribbon cables can be plugged into

One set of pins is actually a full IDE hard drive interface, as used in the Amiga 1200 and Amiga 4000. Now any big box Amiga can make use of up to two relatively cheap 3.5 inch IDE hard

**17 BIT**  
Collection for CDTV  
© b3rdInformation 1993

You can get this entire 17 Bit Software collection (disks 1 to 3000) as well as some other collections in three CD-ROMs for £10. A disk filled with images (Ham, HamB and 24 bit clip-art, music, fonts and sound samples. Useful for all sorts of non-commercial DTP and Hyperbook-type projects. £19.99, 17 Bit Software (Tel:0924 366 982.)

drives and A4000 owners can actually use four – if there is room inside the case for them all.

Getting hold of an IDE interface for the Amiga has been rather difficult of late, and this card is certainly the cheapest option around.

Using the Tandem on the A4000 to control the existing IDE drives actually speeds up transfer rates a little. A Connix drive jumped from 477,000 to 896,000 bytes per sec and which was a nice bonus. Another bonus is the support for the IDE Syquest SO3105A which might set you back £500-£600 but uses £80 removable 105Mb cartridges.

The second connector on the Tandem card is even more interesting – it's a PC style CDROM interface for Mitsumi LU005 and EX001 drives. These drives are extremely popular with clone owners, and getting hold of them definitely isn't a problem.

Attaching your hardware isn't difficult, fitting the cabling is as easy as tying a shoe lace. Mounting the hardware is another problem, but again it's not particularly hard unless you have an A4000.

## SOFTWARE

The interface hardware is only half the fun, as it takes some pretty clever software to introduce AmigaDOS to the world of CD-ROMs.

The Tandem installation procedure automatically sticks all the software you need onto your system disk, and when you place a CD-ROM disk in the player's tray up it pops on the Workbench. There's no fuss running ParVet or weird CLI commands, it simply whisks it in and you're ready to go.

The file system is fast and efficient and you soon forget that the CD-ROM drive is anything special – it's just another icon on your Workbench.

Unfortunately the software only supports single session disks, but that is a situation which is bound to change with any future upgrades.

## MUSIC

A little program called PlayCD is a bonus that will help while away those long hours spend word processing or whatever it is you do with your Amiga in private. PlayCD allows you to stick a normal audio CD in the drive and provides a CD player window to operate it. The music is played through the CD-ROM drive's audio interface when

means that you can listen on headphones whilst your Amiga is compiling your latest C program.

The only drawback is the lack of ARexx support, which would have opened the system up to some real multimedia applications.

## CONCLUSION

The price of this card might seem relatively low, but bear in mind that a similar card for a PC would cost about £20. And the low-chip count means that even at £70 the Tandem is over-priced from a hardware point of view.

If you plan on using it to add a hard drive to your system, bear in mind it is a half height card with nowhere to physically mount a drive. The software support is good though – although a few more utilities and multi-session would I go as far as – and the bonus of a good IDE hard drive interface means the Tandem is a card that has been eagerly awaited.

Hidden in the documentation is talk of a PCMCIA card version which, if it ever saw the light of day, would revolutionise the A1200 and A600 expansion market. **CU**

**Note:** Gesteiner (tel: 081 345 8000) sell the Tandem card and a Mitsumi CD-ROM drive together.

See next month's CU AMIGA where we review more CD-ROM drives in depth.

## TANDEM £69.00

A500 ☒ A500+ ☒ A600 ☒ A1200 ☒  
A1500 ☒ A2000 ☒ A3000 ☒ A4000 ☒

Kickstart 2.04 or better required.  
GOLDEN IMAGE UNIT 12, MILLMEAD  
BUSINESS CENTRE, MILLMEAD ROAD,  
LONDON N17 5QU.

### EASE OF USE \*\*\*\*\*90%

Stick in the card, install the software and forget about it. My kind of hardware.

### VALUE FOR MONEY \*\*\*\*\*85%

In the PC world it's a rip-off, but in Amiga land it's a steal.

### EFFECTIVENESS \*\*\*\*\*92%

Very good. Add some ARexx and multimedia support for perfection.

### FLEXIBILITY \*\*\*\*\*95%

Available in a number of models, expandable up to 32 Mb. Suitable for all types of serious applications.

### INNOVATION \*\*\*\*\*95%

Why has it taken so very long for a card like this to appear, at last?

**The best way to fill a Zorro slot in a very long time.**

**OVERALL 90%**

# increase your hard disk capacity,



**no sweat!**

DiskExpander is an innovative program for all Amiga users. With this software solution you may double the capacity of your floppy disk or hard disk drives. The installation process takes only a few seconds and afterwards DiskExpander works invisible in the background. The compression ratios vary from 30% to 70%.

The easy-to-use graphical user interface guarantees that even the inexperienced user is able to use DiskExpander immediately without any problems. DiskExpander does not only expand the capacity of your hard disk drive, even floppy disks now have a storage space of approximately 1.5 megabytes.

## expander features

- Can add 50% to your hard drive capacity at a stroke
- Fast compression and decompression
- Flexible and expandable as new compression libraries are developed
- Works with all drives, including SCSI, IDE, Floppies, and even the RAD disk
- Reliable in tests - no data corruption
- Once installed the program is transparent to the user
- Works on any Amiga and any Kickstart

**disk expander... £35**

**telephone 0234 843388**

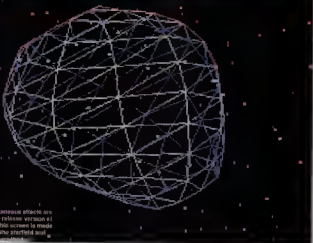


**Power Computing Ltd**  
Unit 9 Ralston Road  
Woburn Road Ind. Estate  
Kempton Bedford MK42 7PN

delivery next day £5.00 3-5 days £2.50 Saturdays £10.00  
discounts are subject to stock availability, all prices include VAT, E & OE  
World-wide distribution available, including Germany



# Demomaniac



Up to six simultaneous effects are processed in the release version of Demomaniac. This screen is made up of just two - the startfield and the endfield.

"Power to the people!", as Citizen Smith would say. That's what Demo Maniac's all about - the power to perform cunning stunts of technical trickery, without having to learn the ins and outs of complex assembler programming. All of the effects on this page, and plenty more besides, are available to beginners.



Light-emitting vectors are just one of the many built-in effects that will be included with the final release of Demomaniac.

with a pre-release version, but as you can see, even at this stage it's capable of producing some impressive visuals. The best part is that none of this involved even touching the keyboard, everything was compiled using just the mouse.

Simplicity is the key. The idea is that you pick your effect from the list provided, tweak its speed, colours and other parameters, then grab another effect from the list to add to the first until you get it just the way you want it to be.

Your own logos, pictures and animations created with your favourite art package can also be loaded in too, and mixed up with the rest of the demo. IFF sound effects and tracker modules can then be added, in complete sync with all of your visuals.

## VIDEO VIRTUOSO

DemoManiac could be just the ticket for adventurous DIY video producers. Whereas other video effects software can be sluggish and slow, all of the effects here are generated in real time, and the ability to mix these with animations created

with dedicated animation and ray-tracing packages has huge potential.

DemoManiac should be available by the time you read this. Look out for the full review in the next issue. **GD**

For a free information pack, write to CU Demomaniac Info pack, Black Legend UK Ltd, Fulham Mill Barn, Mill Lane, Welwyn, Herts, AL5 9NP. Tel: 0438 840003. Price: £25.95.

## FABULOUS FEATURES

- \* Compatible with all Amigas (1.3 AS20 up to A4000/640), with auto-AGA detection.
- \* Spectacular graphics and sound.
- \* Interactive effects (mouse/trackball control).
- \* Mouse-controlled point-and-click interface.
- \* On-board master and text editors.
- \* Supports IFF animations, graphics and sound samples.
- \* Replaces tracker modules.
- \* 25 variable effects.
- \* Up to 6 simultaneous effects.
- \* Provision for additional effects disks.
- \* Ability to load/execute original effects written in assembler.



This is where most of the work goes on. Click on a slot in the top box - then pick your effect from the list below, simple as that.

We've all seen demos that do amazing things with the Amiga, spewing out psychedelic colours, taking us on trips through the galaxies and pumping out pounding tunes. The trouble is, behind the hypnotic graphics and sounds are years of experience in programming the Amiga. You can't learn how to code real time bitmap zooms at 50Hz from a book - sweat, toil and plenty of ingenuity are essential if you want to cut it in the world of demos, but now that could all change - with the release of DemoManiac, potentially the most powerful piece of demo development software yet seen.

All of the graphics on this page were created. Whole vector landscapes can be created from smaller objects. A vector catalog will be included with the main program.

THAT PUT BETTER THAN THE BEST



48,500 MEMBERS!!

# GREAT PD GAMES

22800. HOTTED WORLD OF POKES  
Complete Win SHRWING!  
22801. YATCV  
Excellent w/ all slots  
22802. THE ULTIMATE QUIZ '1  
Quiz on General Knowledge  
22803. MEGACALL AGA  
Great new 256 Color version  
22804. BRAIN DAMAGE  
You don't need to Play it!  
22805. (AB) JIGSAW  
Solving Puzzles Demo  
22806. MATRIX BLASTER  
Connecting Intel Blast Hit Thing  
22807. XMAS TIME  
Halo Santa Kids Aid  
22808. JOE RUNNER  
Perform Action (Not A1200)  
22809. OTHILL IN SPACE  
Great Playable Demo  
22810. SPOOKY CARDS  
U.S. 34 Edition Card Luck Game  
22811. DEPTHOAROE  
Droopy the Sub  
22812. CARD GAMES COMP  
Classic Card Games Shareware  
22813. GARDOS & MANCALA  
5 Great Card Games \$5/share  
22814. SPECTRUM GAMES '8  
22815. SPECTRUM GAMES '9  
22816. SPECTRUM GAMES '8  
22817. SPECTRUM GAMES '9  
22818. SPECTRUM GAMES '8  
22819. SPECTRUM GAMES '9  
All the above contains over a dozen  
game "Snapshots" to use with a  
or V1.7 Emulator  
22820. GOLF  
The Old Arcade Classic  
22821. GAMES GALORE 10  
Games Complete \$1200 CD  
22822. AMIGA ANIMATIONS

# AMIGA ANIMATIONS

22823. (AB) CHARLEY CAT  
"In Spades" & in Heart" 3MS  
22824. (AB) CHARLEY CAT  
"SOULS" 3 MS  
22825. (AB) CHARLEY CAT  
"Destructo" 3 MS  
22826. (AB) GOLF  
22827. (AB) MEGACALL  
22828. MR HORNY ANIMATION  
Great Adult Joke Animation  
22829. (AB) CHARLEY CAT 3  
"Masturbation" 3 MS  
22830. (AB) CHARLEY CAT 3  
"How to catch a Canary" 3MS  
22831. (AB) CHARLEY CAT 2  
"Down At The Sea!"  
22832. (AB) MEGACALL  
Great Adult Joke Animation  
22833. (AB) DANEROUS CLUB  
Dangerous sports club Anim.

# DEMO CD 2

Another stunning compilation of new  
PD products. This one is even better  
than the first! Over 1000s of Demos!  
Get it now for \$19.99 + 75p P&P

# CD VOLUME 3

Just from F101 to F190, ready to run  
from the CD! Also includes 1000s of  
high quality 24 bit sound files and  
AGA HD versions & MUCH MORE!  
for only \$19.99 + 75p P&P

# THE 17 BIT COLLECTION

This double CD collection contains 1700  
disks from our own library from disk  
0001 to 2301. All the classics are includ-  
ed, as well as hundreds of great PD  
games, Demos, Music etc.  
Yours for Only \$39.99 + £1.00 P&P

# GGPO VOLUME 2

The continuation of the First! This plus the  
best of SCORPE & JAM games of disks  
180-300 + 75p P&P

# DEMO DISKS

22834. MEDICAL ASSAULT  
Excellent Demo By Page  
22835. ADAM DEMO BY SANITY  
Very Nice. Absorbing Demo  
22836. NEOPOLASIA - PHOEBIA  
Great Music Demo. Not Usual Stuff  
22837. ZONE WARRIOR  
Another nice Music Presentation  
22838. RINK A DINK (OT AGA)  
Superb New Music Demo  
22839. DREAM TRIPPIN  
Digitial linked Demo Production  
22840. SURREAL SHADES  
Great Demo By Nuzum  
22841. (AB) SPACE BALLS  
A Frigging Demo. If you find more  
of the Art, You'll find it  
SERIOUSLY GOOD!  
22842. A TASTE OF UTA  
One Old popular Uta 1 Demo  
22843. SYMPHONIC MEMBRANE  
Great new Demo by PANACEA  
22844. NELOPOLIS DEMO  
Another Stunning Demo  
22845. NYNOSBIS DEMO  
Presented by Markus. Great!  
22846. THE NEWBY BY LEMON  
Another Excellent Production  
22847. (AB) GRAPEVINE 18  
Broadband only need 56k!  
22848. DR WHO THEM 3  
Variations on a clan hit  
22849. HANDEL - ROB BAXTER  
Audiophile for the Royal Foreworks  
22850. POP SIMPLY BLUE  
Friends of Purple Music disk  
22851. MUSIC EXAMPLES 2  
New Music from various games  
22852. (AB) DR WHO THE 6th  
Inform: from a GFX with the DR

# EDUCATIONAL

22853. (AB) POKES  
Great Point Point AGA young kids  
22854. SMARTY PAINTS  
Saves Art for Kids. Preview Ver  
22855. WEDDING DTV 1  
Brushes, Pictures & Anim  
22856. GOLF + CO2 ADAPTOR  
Use a CD-ROM based on CO2  
22857. ORANGER DESIGNER  
Design a garden in 3D!  
22858. ASTROPHYSICS V2.1  
Out your Telescopes out!  
22859. AUDIO MAGIC IV  
Loads of Audio Files  
22860. AUDIO MAGIC IIB  
All very up to date!

# ODD BITISEL

Even more, use a printer's etc.  
22861. MAG. E ISSUE '1  
SCIFi & Fantasy Disk Mag  
22862. (AB) HIRELOCK 2  
Super Realistic Star Trek. P&P  
22863. (AB) IRRILEVANCE 4  
Med Users Group Map like a  
22864. WAYS TO USE SLIDES  
All very up to date!

# AGA DEMOS

22865. HOGGERS AGA  
Colour Demo should do it! Great!  
22866. (AB) COMPLEX '1  
One of the best AGA Demos Yet!  
22867. SMOELLS LIKE CHANEL'S  
Excellent Production from ARISE  
22868. YAMADU - EXPLORIT 1  
Another worthy AGA Presentation  
22869. ABSTRAX PIP BY VIVID  
Well Worth the Name. Nice!  
22870. EMPTY HEAD AGA  
Good AGA based Demo  
22871. TROJAN AGA  
Technic Test!  
22872. PANTHERI DEMO  
Great AGA only Production  
22873. MIMO WARP  
Pleasant Gropes. 1 Item. Ha  
22874. CHROMATIC AGA  
Another AGA Demo Done  
22875. POINT OF SALE  
European AGA Demo  
22876. RETINA EURO 1 DEMO  
Another nice AGA only Production

# AGA SLIDESHOWS

22877. W. C. BISHOP'S SLIDES  
9 Show of Wre Banding Images!  
22878. JPM'S AGA PICS '1  
22879. JPM'S AGA PICS '1  
22880. JPM'S AGA PICS '1  
22881. JPM'S AGA PICS '1  
Most of the images on the above  
disks are from the Fantasy Art Centre  
all in 256 colour, they look superb  
on AGA Machines!  
22882. (AB) SCAN IS LAME  
Superb AGA World driven Pict!  
22883. ERIKA (AGA)  
Erika Eriks in 256 colour!  
22884. (AB) BODYSHOP V  
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 003 *do* *send* *the* *message* *to* *the* *destination*  
 004 *end if*  
 005 *end procedure*  
 006 *procedure* *send* *(* *message* *to* *be* *sent* *to* *the* *destination* *)*  
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#### July 1993

Cover: Full motion video

On Disk: Workbench Management System v2.0, plus playable demo of The Patriotic and P1 Challenge

Inside: Full Motion Video examined. Synthesizer, laser 2 and Dave 3 reviewed, plus Vista Pro 2 bit buyers guides to STP packages and josticks.

#### August 1993

Cover: CD32

On Disk: Interword, a completely rewriting word processor, plus a playable demo of Virgin's April 1993

Inside: Mosaic Up - a roundup of HAM applications, V-Led digitizing system, Deluxe Main Construction Set 2.0, Bristol Sports, Jeanette Park

#### September 1993

Cover: Amiga animation made easy

On Disk: Word Disk's Advantage - an essential and finance package plus exclusive (monthly) demo of Soccer Kid and P172

Inside: A guide to buying and using animation packages, plus a guide to manders, and reviews of Purson's Paint 2.1, Amiga Pro Compiler and Oscar Kid

#### October 1993

Cover: Star Trek 25th Anniversary

On Disk: Fillmings 7.5 - the ultimate image processing and printing tool, plus playdata

demo of Wonderdog and Maze Arcus (1941 only)

Inside: A meeting of minds - CU chairs on Amiga over a debate, Star Trek 25th and Space Hulk reviewed plus Digital Creative

#### November 1993

Cover: Frontier

On Disk: The absolutely superb graphics/OTF package: departDraw (1941 only), plus intelligibly brilliant demos of Frontier, Shark and Magic 800

Inside: Summary! There's an extra magazine materials: a complete guide to the Amiga, plus lots of hardware and software reviews, including Frontier

#### December 1993

Cover: Amazing

On Disk: Amiga Animator - the ultimate program and Superdancer, plus a demo of Terrac 3 and The Settlers. Novel

Inside: Exclusive 52 page Deluxe Paint guide Christmas buyers guide, Memorabilia on CD32, Terminator 2 Arcade News, Allen Reed 2 and The Settlers

#### January 1994

Cover: Animation and graphics guide

On Disk: Swallow Software's Shoot 'n' you Construction Kit, First Frontier, plus a fully playable demo of World Komik (1941 only)

Inside: Special veritance the showdown, Yidd 12/24 RT, Medialist mathematics, beneath a Steel Sky, Canine Fodder, Zool 2

#### February 1994

Cover: Scale/Multimedia

On Disk: Scale, the top rated home video killer (1941 only), plus a completely new demo of Simon the Sorcerer (1941 only)

Inside: Inside the multimedia controller, plus reviews of Fractal Pro 9.0, Crnk, Aladdin 4.0 Goblins 3, Simon the Sorcerer and Schematics

#### March 1994

Cover: Don't get lost in multimedia

On Disk: Software File database and Craft, an Amiga programming reference, plus a completely new demo of K240 (1941 only)

Inside: First Motion Video evaluated, Video effects vs. Screen and Video mode TV Paint 2 reviewed, plus Manchester United and Super Mathews Stars

HT: Offers and advertisements may be out of date when you order a back issue.



# PD

Right, now you've arrived, can we begin? Resident demo fan Tony Horgan takes you through the fun side of this month's public domain mailbox.



## FULL MOON demo

Bit of a lull in the office, this one from Virtual Dreams. If you like your visual effects on the lippy side, this should be right up your global highway. Right up is a very smooth and relaxing intro that takes you on a slow helicopter ride around some mountains. Then after an excellent fire effect. It is off to a Wolfenstein-type 3D maze, with slick lecture-mapped walls. After that there's a scrolling dot landscape with an uninteresting vector sequence but it picks up again with some good 3D line-lines, liquid plasma at the highest order crops up next, followed by some brain-melting bitmap confrontations. Yummy - I love it.

Available from: Visage Computers, 18 Shelton Road, Ilkeston, Derbyshire, DE7 5LD.  
Tel. 0602 444501. Price: £2.00 including P+P. AGA only.

90%

## ARTE demo

What a treat! If you're one of those people who love wildly abstract and trippy 3D effects, you're going to love this one from Sanity. First up is a neat 3D tunnel made up of real-time-rendered textures made. Next, is an impressive bit of Oct-style art, plenty more of which keeps up throughout the demo. After some more 3D zooms and a spherical test scatter, there's a look at distorted tunnel sequences followed by a nifty bitmap resolution-shifting thing.

Then comes the best bit for me: a gorgeous striped abstract effect that zooms and pulses in and out of the screen. The brain-zapping minutiae with yet more indecipherable colour patterns and effects, and finishes off with a 3D vector sequence. Finally, guitar links give the soundtrack a boost, and the continual Dalt tributes add a bit of style to the whole thing. Another essential disc for the visually-stimulated.  
Available from: 17 4th, 1st Floor Offices, 2/8 Market Street, Wakefield, West Yorkshire, WF1 1QH. Tel: 0454 316002. Disk no. 2958.  
Price: £2.00 including P+P.

# SCENE



## SEVEN SEAS slideshow

We've seen some brilliant AGA slideshows recently. This one from Andromeda isn't the best, but there are some highlights. The best seen hand-drawn pictures are mostly executed in line, none are hand-drawn style. Standard stuff ranging from landscapes to the usual sexually-charged female warriors. Most of pictures look pretty good at first, until you notice some of the perspective and scale problems. Not a bad effort though!  
Available from: Yoni Church Software, 144 London Road, Sheffield, Tel: 01424 555994. Disk no. D478 4+1.  
Price: £1.50 including P+P.

65%

## TALISMAN game

Adventure games are rare in the public domain, and decent adventure games are even rarer, so it's good to see something like Talisman turning up in the mailbox. It looks like an old text adventure at first, but you don't actually enter any text from the keyboard. All your actions are carried out with the mouse, by clicking on the nine command buttons and using the compass directions. Text descriptions of the locations appear in the bottom half of the screen, with illustrations in the top corner. It's mainly the presentation that makes the game, as the control method can be a bit limiting and the scene is a standard fantasy style. Nevertheless, there's plenty of on-bashing adventuring on offer.  
Available from: Jarvik Public Domain, 22 Hemlock Avenue, York, YO3 5DG. Disk no. GA 6096 a-b. Price: £2.00 including P+P.

80%



## Pollymort



## ASSASSINS 148 game compilation

Yet another trio of free games have been loaded onto the latest Assassins compilation. Best of the three is Nostalgium, a clone of that much-loved C64 shoot 'em up Urdum. Just like the original, it's a fast-moving horizontally-scrolling shoot 'em up, played over a series of dreadnoughts (that's big long spaceships to you and me). Most of the game is as it was in the original, so you still get the simple 'bas relief' graphics (remember them, they look like Wedgwood china) and snaky aliens swarm about the levels, while you dodge the walls and shoot the gun turrets. Nostalgia fans will lap it up for the first five minutes, but others will see it for the simple dated game it really is.

Also on the disk you get a version of Mastermind, and a variation on the Sokoban puzzle game theme. Not a bad compilation in all, especially as a lot of other PD game disks would be put in better use as drink coasters.  
Available from: Roberta Smith DTP, 190 Falkland Way, Hemstead Garden, Sibbald, London, NW11 6JE. Disk no. ASI 148.  
Price: £1.40 including P+P.

76%



90%













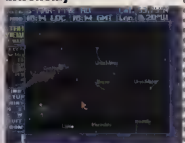
# PD UTILITIES

Come on down, the price is always right at Tony Horgan's PD barrow. This month's bargains include sound samples, circuit designers and astronomy programs.

Anyway you like 'em folks!

## STARVIEW

astronomy



How do you fancy a star map that generates itself almost instantly? Well, that's what you get with Starview. It allows you to see exactly what you would see from anywhere in the world, at any time you specify. Prominent constellations are picked out with dot-to-dot lines, and labelled by name. Mouse-controlled slider bars at the bottom and side of the screen let you scroll around the sky to get the full view. There's even a handy find option, which gives you a list of 46 stars that it can pick out in an instant. A simple zoom slider lets you take a closer look at any particular area and map print outs are also available.

Available from: Berkth Mad, 18 Rhyber Avenue, Llanrhaeadr, LL11 7AL. Disk no. 1370. Price: £1.25 including P+P.

89%

## SMALL BUSINESS SUPER PACK

### applications compilation

Anyone running a small business using PD software must have quite a job on their hands. However, help has arrived in the shape of the Small Business Super Pack, an expansive 10-disk collection of PD utilities and applications.

On the menu tonight we have: *Butler James* (diary and planning tool), *Biorhythm* (biorhythm chart generator), *Freemaster* (file handling utility), *D Copy 3.1* (copier), *Text Engine 3.0* (word processor), *AZ Spell* (spell checker), *Forme Really Unlimited* (form designer), *House Inventory* (stock / property list), *Graphosper* (prints out graph paper), *KRI AGA 2.0* (A1200 / A4000 degreder), *Powderata* (database), *Account Master* (accounting), *Amibase Pro* (cellbase), *606 Business Batters* (examples), *Amiga Fax* (desktop publishing), *Dac Dump* (text utility), *Arnos 3.0* (labelling system).

You get all of this for a fiver, which can't be bad, even if some of the programs are a bit on the shaky side when compared to their commercial counterparts.

Available from: GVB-Prod, GV Broad Enterprises, 43 Badger Close, Mordenhead, Berkshire, SL6 2TE. Tel: 0831 649386. Price: £10.00 including P+P.

83%

## PROCAD ELECTRONIC 1.0

### circuit designer

This must be a popular disk, as I've received about six or seven copies of it this month from various sources. It's a CAD program, specifically written for designing circuit boards. Everything is controlled from the mouse, with a strip of bold

looks along the top of the screen. You pick your components from the icon strip and then lay them down



on the circuit board below. Clicking on the resistor icon for example, lets you cycle through a number of variations on the standard resistor. Diodes and other components also have multiple variants. There's provision for you to load in your custom component parts: there's a useful zoom function and, of course, you can print out your designs once they're finished. A must for all home electronics buds.

Available from: Immediate Arts PD, 26 Lyndhurst Gardens, Glasgow, G20 6DQ. Tel: 041 946 5794. Price: £1.00 including P+P.

90%

## COMPLIFX SAMPLES

### sound samples

You can never have enough samples. This two-disk collection of IFF and RAW samples covers the usual range: bass, guitar, keyboards, orchestral and sound effects on disk one, with bass, drums, cymbals and synths on the second one. The quality varies from good to poor, but while I was sipping through the samples, I couldn't help cleaning them up and saving them back out again. Lesson: if you're going to release a set of samples, you really do need to make sure that they sound crisp and pure. After all, most people can record samples, but what makes a collection stand out from the crowd is its quality and originality.

This could have been an impressive set of sounds, and still might be - if you're prepared to work a little with them.

Available from: Complifx, 16 High Street, Gillingham, Kent, ME4 1BB. Price: £1.00 per disk plus 50p P+P per order.

59%

## DESKTOP GUIDE TO ELECTRONIC MUSIC

instructional guide

This guide contains everything you never wanted to know about synthesizers and includes an informative guide to sound construction.

If you want to know about the physics of how sound travels through air, exactly what a low-pass filter is, and need a crash course in ADSR envelopes, then this program could be useful.

However, the guide is presented in a linear fashion, so, unlike a Hyperbook presentation, which would let you jump around from one section to another, this just ploughs on at its own pace, which can be a bit frustrating.

Also, most of the tutorial is narrated by dodgy-sounding synthesised speech, backed up by annotated diagrams. If you've only got one floppy drive, there's plenty of disk swapping too. Budding synth designers may like to take a look though.

Available from: Your Choice PD, 39 Lamball Road, Manchester, M21 0ZJ. Tel: 061 881 8994. Disk nos. ED071 a+b+c. Price: £3.90 plus 70p P+P.

58%



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# PD UTILITIES

Another PD bargain comes your way with **HAM Lab Plus**, possibly the best PD image processor in the world, according to DJ Walker-Morgan.

## HAM LAB PLUS

### image processor

While **ImageFX** and **AdPro** forge ahead in the image processing game, **HAM Lab Plus** offers an alternative to anyone who doesn't want to break the bank.

You can load it in a number of ways: from the Graphics User Interface (GUI), from the Shell or from **ARexx**. All the modes have the same facilities, except for the GUI which lacks a batch directory mode, which would have helped in file handling.

**HAM Lab Plus** has a wide range of titles for importing images including GIF87 and GIF89 TIFF images up to 24-bit RGB, PBM plus, Spectrum



**HAM Lab Plus** offers a reasonably-priced alternative to **ImageFX** and **AdPro**.

512, IFF (1 to 8 planes, HAM, HAM-E, SHAM, Dynamic Hi res and PCHG), TARGA, JPEG/GIF and Windows BMP files. The image can then be exported as IFF, JPEG, or Encapsulated Postscript File. On top of that, the image can be rendered into a whole range of IFF formats.

The user interface is simple but effective design. To convert an image, just follow the buttons across the bottom of the window. Open, Display, Export or Save. To set up the rendering mode, click the Change Output Mode button and all back, bemused at the range of options. In order to get the best possible end result, **HAM Lab Plus** gives you plenty of options for your destination image, such as screen resolution, number of colours, type of dithering and so on. For example, my favourite set-up for photographic images is 4 planes, Hi res, interleaved, stored palette, PCHG save, with a double Floyd Steinberg dither (whatever turns you on - Ed). This gives results which are, in my opinion, the closest from any converter. In this area it out-performs both **AdPro** and **ImageFX**, which are geared more towards 24 bit graphics that land not to break up so much in the conversion process.

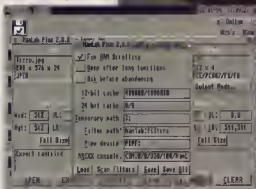
Once you have the image up on screen, you can crop it down to size. Any colour imbalances can be adjusted from here. There are no fancy effects modes beyond this - **HAM Lab Plus** is primarily a

converter. For those who like to add their own converters, both for input and output, there are hooks in **HAM Lab Plus** for both. You can install them by either asking **HAM Lab Plus** to scan its file directories, or by editing its configuration files.

Although the configuration files can be a bit daunting, it's here that you'll find the underlying flexibility of **HAM Lab Plus**. With control over everything from requester positions and contents, caching, scaling, palettes and more, you can set up the program to suit your exact requirements.

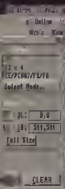
If you want to automate your image conversions, there is an **ARexx** port and console, but you only need to use this if the command line batch options aren't flexible enough for you. I've rarely needed to go near it, because the command line seems to think of pretty much everything.

I find it hard to pick holes in



With control over everything in **HAM Lab Plus**, from requester positions and contents, caching, scaling and more, you can set up the program to suit your exact requirements.

**HAM Lab Plus**. It has all the right bits in all the right places, is sparing with memory, reasonably quick, has never crashed on me and gives me oodles of control over rendering process. The only thing that annoys me is when saving the configuration from the GUI; the configuration screen itself sometimes seems to pop up in the process, but this is a fairly minor niggle, and is easily fixed by editing the con-



figuration file directly. The shareware demo version lets you use all of the facilities, the restriction being that it will automatically crop input images to 512x512.

Since registration is so that restriction and receive regular

updates is only a measly \$25, it's well worth it. If you do anything with images, **HAM Lab Plus** is a worthy addition to your armoury of utilities, even if you already have **ImageFX** or **AdPro**. Available from: Delixx PD, 36 Bodelwyddan Avenue, Old Colwyn, Clwyd, LL29 5NP. Disk no. GU429. Price: £2.50 including P+P.

90%







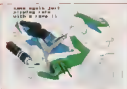
# ART GALLERY

Gallery, gallery, send us your insanity.  
Salary, salary, I'm paid to view your  
artistry. Keep 'em coming, people.



## LION-O

The lord of the Thundercats, Lion-O, is one of the more imposing meggins I've ever come across. Here he is in AGA mode, courtesy of Stephen Clarke from Tamelin Heath.



1 The outline was sketched from a photo in a magazine.



2 The first blocks of colour are added to the image.



The late Steven, as mine Williams is affectionately known, is with his doodle of one of his favourite speed machines.

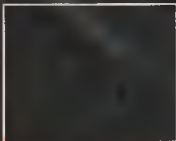
## RACHael

Blake Remor here will recognise this one straight away. The lovely Rachael was drawn by T.E. Boyce of Peckham.



## BATMAN & VICKI VALE

T.E. Boyce of Peckham, again, is the person responsible for this superb digital rendering of the caped crusader.



1 All the major features of the image were sketched in free-hand using a light grey brush.



2 Vicki Vale's face was drawn on a separate window and then pasted onto the main image.



3 The main colours are blocked out, and then the detail is added slowly but surely.

# CHER

If she could turn back time, would she want to look like this? This is the question posed by Stephen Clarke of Thornton Heath, Surrey

1 The first step, as always, is to come out with an outline. This was traced onto clear film and left over the screen. Then Steve drew underneath it.

2 The palette was set, and colours were stretched out.

3 Using his megapix Steve added all the facial details.

A quick change to the screen resolution, a bit of touching up on the wacky eye then the version after the picture is complete.

Finally, the Smoothing function is brought in to clear the whole thing up.

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# CU AMIGA SPECIAL

Welcome to our new look readers' offers. This month sees the launch of our new upgrades for the Amiga A1900.

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**So why upgrade your memory?** Probably because a memory upgrade is the most versatile enhancement you can make to your Amiga. Apart from the fact that you need it to run the more powerful Amiga software there are many extra benefits too. You can use some of it as a RAM disk, just like a super-fast extra floppy drive. This means you can avoid the cost of a second floppy drive or hard disk. Some software that claims to need a hard disk will run on your Amiga from a RAM disk. A print spooler can save you time waiting for your printer to finish printing before you get on with your work, use your new RAM instead of upgrading your printer or buying an expensive buffer.

For reasons best known to the selves, Commodore 'forgot' a realtime clock for the A1900. Well, we've put it back with our new UK made A1900 clock for just £12.99. Getting more from your Amiga means at least 1Mb, getting the best means adding as much RAM as you can is the essential Amiga upgrade!

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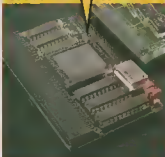
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# AMIGA Workshop

## ISSUE 16 APRIL

For those who read the magazine backwards, welcome to the April issue of CU AMIGA. If it's top tips you want, you've come to the right place, because that's what Amiga Workshop is all about. With the best tutorials on the planet, our crack team of experts are here to help you get the most out of your Amiga. Whether you're into video, music, programming, comms, graphics, ARexx or DTP, there's plenty to get your teeth into here. Then there's a special two-part Q+A to solve all your problems, the monthly rant in Points of View, and Backchat where readers air their views on all things Amiga. Diva in!

### Regulars

#### 166 QUESTIONS AND ANSWERS

It's the Mail and John show! And here they are again. Maz and John can have the first question please? Yes, the man at the back with the big nose and the piratey shirt. "My Amiga doesn't work, what's wrong with it?" Turn to page 166 to find out.

#### 174 RAGNCHAT

Got something to say? Then don't bottle it up, get it off your chest and let the world know about it in Backchat. The month we also spill the beans on the CU AMIGA's childhood heroes. Hoorah!

#### 178 POINTS OF VIEW

In years to come they'll be asking "What've we done to those good old childhood massacre computer games?" Well, it's a thought, isn't it? Tony Dillon decides the idea of movie-style ownership for computer games, will it really save humanity or will it just sell more games to the wrong people?



148

You A1200 might have a whopping 2Mb of RAM, but are you making full use of it? Peter Lee is on hand to give some handy RAM saving tips in part 3 of his DPaint AGA Masterclass. Hooley for Peter as he helps us save our memories.



154

You got a problem mate? Want to make something of it? See John Kennedy. He's got the answers to all those nagging problems that Workbench and AmigaDOS love to throw at you, like how to make assignments and jazz up your Workbench icons.



157

Not one, not two, but three ways to use your Blitz with Blitz Basic are explained in detail by the man who has almost the same name as the Holborn Vladook. Yes, it's good old Jason Holborn, blitzing over your troubles waters once again.



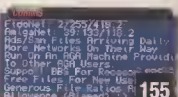
162

What do you really need for a decent DTP setup? In this final part of this series, John Dodds takes a look at the world of DTP including graphics boards, trainers, monitors and software that can turn your Amiga into a publishing powerhouse.



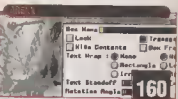
152

With the help of our Scale Home Tiller converts from the February issue, Jason Holborn tells us that classy video bring needn't cost an arm and a leg, and shows us that professional results are possible with nothing more than your Amiga, Scale and a home VCR.



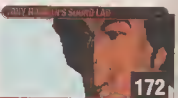
155

Wind World's John Amiga investigates the underhand tricks of the modern virus, and suggests a few remedies and helps for infected cybertypes. So if you're being perturbed by a nasty virus, and I don't mean the common cold, read this.



160

Apparently, Dave Smithson was wearing his waders when he wrote this month's ARexx tutorial, but don't let that put you off, because then you might never learn how to get ARexx to do all those jobs you hate (unfortunately this doesn't include the washing up).



172

Get a cheap second Amiga, and experience the luxury of eight top-quality sample channels! It is a lot cheaper than you think. The man they call Hammond shows you how it's done in part 3 of the CoolMEG's tutorial, delicately spiced this month with mezzette and peripia.

# Pete Lee's DPaint AGA TUTORIAL

Peter Lee comes up with some neat tricks to get around any memory problems you may encounter whilst trying to animate in DPaint AGA.



## PART

### 3

The average A1200 comes with a whopping 2Mb of RAM. Well, it's large when compared with the old standard Amiga configuration of 512K. But as soon as you try to animate in DPaint AGA, you wonder where it's all disappeared to! Running DPaint from the Workbench in 256 colour/low res mode, you'll be lucky if your frame count hits double figures. And that, in compressed storage mode. Select expanded storage and you're likely to get gone before you hit nine frames. Clearly this is not good news if your animation plans border on the epic.

You could really stay away from such a memory pig as 2.5 colour mode for general animation work unless... well, unless you give up no other option. However, our hands may be tied as full

colour/grayscale images tend to be converted to 256 colours to retain some degree of integrity, and using less degrades the image unacceptably.

But there are some neat tricks you can do to get around the memory problem with 256 colours, even if it is only in 10 frames or so. First of all, this mode scores when it comes to special effects—morphing, for example. Having a faster 68000 processor on board, the A1200 can calculate at a faster rate than the former entry-level Amigas (A500, 800 – and even my beefy A2000); but even so, changing one image to another really eats up those CPU cycles.

## LESS IS MORE

What exactly can you do with all those AGA colours, and so few frames? Well, here are the hints to bear in mind: Firstly, when DPaint stores compressed animation, it just stores the changes between frames. So, if you have

objects whizzing around the place, the storage overhead will be high. But if you have one main image and smaller animated portions, you will get a longer animation.

Secondly, lengthy Anim brushes also eat into memory and reduce the number of actual animation frames you can create. Watch this: as you may have specified a reasonable number of frames only to find that DPaint won't save changes in them after a certain memory watershed is reached.

## BLIND PANIC

As I was testing the effect for this series on the opposite page, I found myself in a tight corner. I desperate enough to attempt to continue adding to the animation frames. And I'd only created eight frames to start with. But I eventually found a way around the problem, which may save you bacon one day, so read on and follow the guide overleaf.

This example uses 255 colours in low-res mode. It uses DPaint's Morphing feature in a strange but useful way. I morphed a digitised image of Claudette Colbert (a old movie star if you need to ask...) in such a way that it gave the impression of rolling down the screen... very much like a roller blind. Here's a step-by-step guide on brush morphing using Claudette as an example:

- 1 Cut out your starting brush, in this case it was the whole digitised image of Claudette.
- 2 From the Brush pull-down menu select the Spare/Brush-Spare command. This stores the brush in memory.
- 3 You would normally select another brush now, for the transition effect. But instead, cut out a totally blank brush from the background (ie the brush can take no colours other than the background), you can force DPaint to create the special unrolling effect we're after.
- 4 From the Brush/Spare menu, select Metamorph. You will then have to tell DPaint how many cells (or min-frames) you want your stored brush and current brush to change over. We're working on an eight frame sequence, so enter the figure 7. This is because our first frame will be the original image which we used for our little brush.
- 5 The program will create a new Anim brush for you, drawing it on screen as it progresses (quite slowly sometimes, but have patience). When it's completed, your Anim brush will be available to paint with. And don't worry, because your original screen file will be intact.
- 6 Create seven blank animation frames by pulling down the Anim/Frames/set # menu, and enter 7 as the number of frames.

Pressing key 7 cycles through the cells in the Anim brush, so you can ensure you're placing the first Anim brush image in the correct frame. So, starting at Frame 1, with Anim brush cell 1, I started to manually paint down the cells. DPaint AGA advances the Anim brush's cell each time you press a cell on screen. After each cell painting, press key 2 to advance to the next animation frame.

All hell broke loose when I got to frame six: I hit the insufficient memory problem, which prevented me from completing the job. DPaint refused to save changes to the frame, which would have meant abandoning the sequence when it was unfinished.

But there is a sneaky way to overcome this challenge. I pasted down the remaining three Anim brush images on the same blank frame, and from the Anim/Anim brush menu I then chose the Free option, to remove the Anim brush from memory, and so free up more room for the animation. I then had to cut and paste the three salvaged images into their respective frames to complete the animation, which was now possible because of the RAM freed up by releasing the Anim brush.

I added the text and blind fillings as the last job.

The Amiga still had enough memory free to let me make a stencil and add the text behind my roller-blind without painting over it. (Make every colour except black, part of the protected stencil). I added the ring-pull manually as a finishing touch. And when the animation is played back, the blind rolls up to reveal the text. This effect will work with any mode or number of colours and the clever thing is that DPaint's metamorphing owes 80% of the work...

## NEXT MONTH

In the final part of this mini-series, Peter takes you through a project guaranteed to show you how to get the best effects from your copy of DPaint AGA, plus a look at what's possible in the advanced HAM modes.



the  
hidden  
myths



EGYPT:  
the  
hidden  
myths



EGYPT:  
the  
hidden  
myths



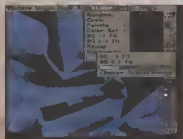
EGYPT:  
the  
hidden  
myths

# HANDS ON TUTORIAL

## TUTORIAL THREE

In this month's tutorial, Peter Lee examines the power of AGA morphing and looks at image superimposition and full screen breakdown.

When you're morphing with DPaint AGA, you can use 256 colour images or simple line art - it all depends on your needs. This tutorial looks at both methods.



If your brush isn't using the same palette as the main picture, force it to by using the colour palette/swap option.

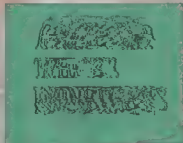
### FULL FEATURES

One of the great features of DPaint AGA is the ability to morph full screens - memory allowing, of course. With this in mind it would be impossible to morph one 256 colour image into another over a dozen frames unless you had some RAM expansion.

But provided you confine yourself within the limits of your system, the basic 2Mb A1200 can do wonderful full-screen changes.

The morphing technique used by DPaint possesses a feature in such that it actually works better the fewer colours you use, which makes it especially good for line art transitions.

The small full-screen demo below shows a really clever morph from an image to text. All of the lines which make up the picture can be seen to be moved into the correct position to spell out the text. I don't think a dedicated morphing package could have done better under the circumstances (leaving the software to work everything out for itself).



FACE OF  
THE  
NINETIES

### A BUSH IN THE HAND...

This is an example of metamorphing with two images. It also pulls in DPaint's anti-alias function as well as the Triline function in an unexplained Amiga sequence.

The two images I chose, both 256 colour just, were an American Eagle and American ex-President George Bush in the one with his mouth open. Anyhow, the first job was to ensure both images shared the same palette. To do this I cut out the eagle, from the target picture. Also loaded in his Bush. The eagle turned a hazy colour, so I masked DPaint to try and compensate for this - to use what colours were available in the Bush picture to mimic the bird's true colours. To do this, pull down the Colour/brush menu and select Morph.

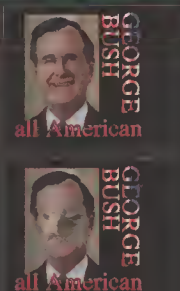
Next, I opened a 16-frame animation (consisting solely of the Bush picture). This is easy - simply pull down the Anim/frames/bk4 menu and enter the number of frames you want. Your starting picture is loaded to all the newly created frames.

I transferred this single face animation using the technique outlined in step two earlier. Then cut out a smaller sized portion of George's face, and added DPaint's anti-alias function.

Once the Amiga bush was created (beautifully, I have to add) (big head - Ed), I activated AmigaHigh from the Effects menu, and called up DPaint's move requester. The eyes of the bird were too low down in the final call of the Amiga bush, so I compensated just this by entering 10 in the Y movement counter (this would move the Amiga bush up slightly as it progressed - to get the eyes better placed).

All that remained was to click on Triline from the Move requester, so that the Amiga bush would be posted over itself as it was drawn on each of the animation frames. This gives no visible image offset, and is more pleasing when used with low end-value control scales.

The finished animation is really neat - not as good as dedicated morphing packages, I have to say - but a marvel of DPaint technology nonetheless.





### CHAIN OF EVENTS

Using the chicken metamorph which turns a bird into an egg (with at least the novelty that this time that it is a duck egg...), let's use a simple example to show how morphs can be chained.

Changing the bird and egg should be straightforward after our earlier examples, so let's concentrate on the text.

The caption, which morphs along with the 8-frame animation, spells out 'WHICH CAME FIRST?' It's a good idea to write your text on DPaint a spare screen, that way the colour palettes will be the same.

To achieve the multi-title morph, I cut out the first word, copied it to Spare, then cut out the second word, and rebed for a metamorph over three cells.

I pasted these down in to the first three frames of the animation, then cut out the second word again, copied this to Spare, then clipped the last word cut bird metamorphed the brushes.

Pasting this sequence down after the first cut of 4 cells creates a chained animation, which is complete when the last word and first word are beaded in exactly the same way and painted on the image.

When played back 'WHICH' morphs to 'CAME', and 'CAME' morphs to 'FIRST?' And then

'FIRST?' morphs to 'WHICH'... and so on.  
Using this technique you can morph a  
have the memory of course! How a final  
brother or sister together for an animation.

ided you





# VIDEO TITLING

It's a common misconception that in order to get started in desktop video, you need a bank account containing more digits than your dear old Auntie Ethel's phone number in Australia. Sure, if you want to create the sort of wonderful video effects that would have Steven Spielberg's goggles-eyed, you're going to need a little bit more than just a bog-standard A500 - video editing systems, chromakeys, time base correctors, 24-bit colour cards - broadcast quality video decks are just some of the things you would need.

But whilst all this wondrous video wizardry may well allow you to create the sort of results that wouldn't look out of place on the screen of a Quantel Paintbox (an expensive broadcast quality painting system), the problem is they all cost serious money - money that most of us just don't have these days (especially in the wake of Christmas and the January Sales).

Rest assured, however, that you don't need to re-mortgage your house to get started in desktop video. For the most basic of video systems all you need is an Amiga (this bit is very important), a video recorder, a video titling program and some good ideas. What's more, you may be surprised to learn that at least one of these items you already own - if you bought the February issue of CU AMIGA. On it you will have found a demonstration copy of the brilliant Scale HVT (Home Video Titler) on our coverdisk. Providing you've got the other three components, your home video setup is virtually complete.

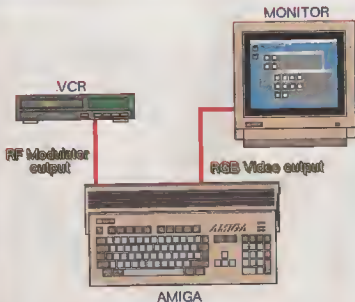
For those of you that haven't yet loaded up the demo of Scale HVT, it's a powerful video titling and presentation program based on the excellent Scale AM300 multimedia system we reviewed in our last issue. With Scale HVT you can create fantastic video titles and other static displays in a fraction of

With nothing more than an Amiga, a video recorder and our coverdisk demo of Scale HVT, you can enter the desktop video scene with a bang. Jason Holborn is the man with the matches...

the time that it would take even the most experienced DP/IT dauber to knock up the same results in a paint program. What's more, you don't even need to know a great deal about video titling to get to grips with Scale HVT - just a basic idea of what looks good is all that is needed.

## INTRODUCING SCALA

Now that you have a video recorder safely attached to the back of your Amiga, we're ready to get stuck into Scale HVT. The first step is to load up the Scale program, so double click on the Scale icon and it should load up on to the memory of your machine. What follows is the first of a series of tutorials that will take you steadily through the Scale menu system. Hopefully by the time you've read through them all, you should be a fairly proficient Scale user. Without further ado then, let's get stuck in.



## GET CONNECTED!

Before we dive in with the first of our Scale HVT tutorials, let's take a look at how to get your system set up. If you already have a video deck and a couple of video decks, ignore the following - for the rest of us, however, you'll find the following setup more than adequate for basic video titling.

Mixed an expensive gadget like a video deck, you won't be able to overlay your titles onto video tapes, but some very effective results are possible nevertheless. All you need to do is to send the composite output from the rear of your Amiga into the Video In socket on the back of your VCR, switch your VCR to External in this it's sometimes called either AUX in or Composite in on some models of VCR) and your VCR should directly accept the composite output from your Amiga. Older Amigas (pre-A1200, that is) offer only a monochrome composite output so your only way to use the RF modulator output instead. However, if your VCR has a SCART input, you can connect it directly to the RGB output of your Amiga for a very sharp picture. Set the VCR to AUX in this case.

Using the RF output means the process of getting your VCR to accept the signal from your Amiga is somewhat more involved. This is because the RF signal is output at a lower frequency which means it's completely separate from normal TV signals, thus you'll need to tune in one of the spare channels on your VCR so that it displays the RF signal.

This setup may be the ideal practical video system possible, but it's adequate for desktop video.

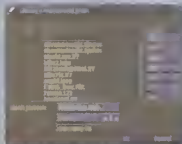


Above: Scale's main menu, which pops up once you have loaded the disk

Once Scale has been loaded, you should see a display consisting of ten rows of four columns of gadgets. This is the Scale HVT main menu and each row of gadgets represents a single Scale event. Each column of gadgets controls a particular aspect of the operation of the presentation – the first (labelled No. 1) simply displays the number of each page. Page Name displays the name of each page. Wipe defines which wipe pattern each screen is to be displayed in (more on these in a later issue!) and the Pause gadget defines how long each page is to be displayed for. Don't worry too much about these gadgets for the meantime as their use will become obvious later.

In more advanced versions of Scale, a single event can consist of anything from a music module, a sound sample or even an external control event. In Scale HVT however, only one type of event is supported – pages. Each page contains a screen full of video titles and each page is played back in the order that they are displayed within the menu. As you will see later it is also possible to change the order of pages.

When Scale is first loaded, the main menu display should be empty. At this point you could load a Scale presentation from disk simply by selecting the Load Script gadget at the bottom of the screen. For the sake of this tutorial, however, we're going to create our own Scale presentation. Before we can go any further, however, we need to start by creating our first page event. Click on the New gadget at the bottom of the screen and a file requester will appear prompting you to choose a background page. Scale HVT allows you to drop any pre-AGA or non-HAM image into a page as a background. We won't worry to much about this too much for the moment though, so simply click on the OK gadget and the file requester should be skipped.



Scale supports all pre-AGA screen modes except HAM mode

If you clicked on the OK gadget without selecting a background image, a requester should appear in the bottom third of the Scale screen which prompts you to select the screen mode of a new blank page. By default, this should be set to

eight colour high resolution with no overscanning. You can of course change this to suit your own needs – Scale fully supports all pre-AGA screen modes with the exception of HAM mode (HAM mode is rather useless for video work). If you upgrade to a newer version of Scale, you'll get full AGA support. For the sake of this tutorial, the default screen settings are fine, so simply click on the OK gadget.



In Scale's page editor you can create all the various pages of your presentation.

As if by magic, a completely new screen should appear consisting of a very tasteful blue screen in the top two thirds of the display and a small toolbar consisting of lots of gadgets in the bottom third of the display. This is the Scale Page Editor and it is from within this part of the program that you create all the pages that make up a Scale presentation. You should see at the top left hand corner of the screen an orange cursor – if you type something on the Amiga's keyboard, you should see the text appear on the screen at the current cursor position.

Let's start then by entering the first line of text. What you type is entirely up to you, but if you want to follow the tutorial to the letter, enter SCALE HVT TITLING and press the RETURN key. When you press the RETURN key the cursor should drop down to the next line and return to the left hand side of the screen. If you've ever used a word processor, then this method of entering text will be all too familiar – just like a word processor, you can edit your text simply by moving the cursor back up to the line you've just typed using the cursor keys on your Amiga's keyboard. For a more direct approach, you can also simply move the mouse pointer over the text that you'd like to edit and then click the left mouse button. Once the cursor has been repositioned, you can then insert and delete characters in exactly the same way as you would in a word processor.

Now that we've entered some titles, let's make them look a bit more interesting. The first thing



Editing text is simple – either by moving the cursor using the cursor keys or the mouse.

we need to do is to centralise them on the screen. If the cursor isn't already over the text, move it back up so that it sits on the same line as the titles and then click on the Centrise Text gadget. It's in the middle of the three gadgets immediately below Shadow. If all went well, the titles should then shift over to the centre of the screen. You can also move your titles to any vertical screen position by clicking on the Move gadget. When you click on this gadget, the Scale toolbar should disappear revealing the full page complete with your line of titles.

If you then move the mouse pointer over your titles and click and hold the left mouse button, you can move your titles up and down the screen. Note how the text remains horizontally fixed to the centre of the screen – if you turned Centrise Text off, however, Scale will allow you to reposition your titles anywhere on screen.

For now, however, move your titles down to the centre of the screen and then press the right mouse button to return to the normal editing mode.

We won't do anything else to this particular page



If you want to see how your Scale presentation is looking so far, just click on Run.

for the meantime, so click on the OK gadget and a requester should pop up on to the screen asking you to name the page you've just created. By default, Scale uses the first line of titles as the page name. This can sometimes make your presentations a little vague, so you may want to delete the name that Scale automatically assigns it and give it one of your own.

Finally, click on the OK gadget and you'll return to the Scale main menu. If you look at the top of the screen, you should notice that the first row of gadgets will be highlighted with the Page Name gadget containing the title of the page that you've just created. This is Scale's way of telling you that your first page is safely stored away in its memory.

That's about it for this month but if you wish to see your Scale presentation so far, click on the Run gadget. By now you should have grasped the basics of using Scale HVT but there are many more wonderful features of this program still to be covered in the next few issues.

## NEXT MONTH

I'll be showing you how to select different fonts, how to apply styles to your titles and we may even find time to take a quick peek at Scale's impressive range of wipes. Stay tuned!

# THE AMIGADOS PROBLEM SOLVER

Resplendent in his promotional Guinness t-shirt, John Kennedy skims the froth off a few pint-sized Workbench problems and has some good ideas for bad icons.

**T**his is the first of a series of tutorials where we aim to look at some of the more common problems with AmigaDOS. Hopefully after reading through this lot you'll understand what is behind all those error messages which crop up with annoying regularity.

## BOOTING AND ASSIGNS

When you create an assign (a program telling the computer to look somewhere other than the expected place for a disk or volume), you are defining a new Amiga device, like a disk drive or a printer. As this device doesn't actually exist you obviously can't just build a real disk drive by magic, simply by typing 'It's called a Logical Device, as opposed to a Physical Device'.

However, you can use an assign to save yourself a lot of typing at the shell. For example, imagine that you need to access a file that's buried in a drawer, which, in turn, is also in a drawer. The overall path to the file could be something like:

```
d0:graphics/pictures/my-cat
```

To save typing all the above every time you need to look at your cat, make the assign:

```
assign fluffy: d0:graphics/pictures/
```

You have now created the logical device 'fluffy'. You can check that the assign is there by entering Assign at a shell by itself - a list of all the current assigns will appear and fluffy should be in there somewhere. Now that I have created fluffy, accessing my-cat is a lot easier. The following will make a copy of the file in the Ramdisk:

```
copy fluffy:my-cat to ram:
```

If there is a problem with the assign statements, they will disappear as soon as the power to the computer is removed. To ensure they are always present, you will have to add them to your start-up sequence. On Workbench 2, use the file Saver-startup to store all your important assigns. The user-startup file is automatically invoked by the real start-up sequence.

S is an assign, but it's rather a special one which the Amiga operating system has created for itself. Along with LBS-, DEVS-, C- and a few others, when S actually points to depends on how the computer was started up.

When you boot your computer from a floppy disk, say the standard Workbench disk, these assigns all point to the relevant directories on the floppy:

```
assign a: d0:0:/
assign c: d0:0:/
assign dev: d0:0:devs/
```

```
assign lib: d0:0:lib/
```

If you have a hard drive, the computer will usually boot from it. When this happens, the assigns are made to the directories on the hard disk, like this:

```
assign a: hd:0:/
assign c: d0:0:/
assign dev: hd:0:devs/
assign lib: hd:0:lib/
```

If hd:0, is the bootable partition on the hard disk. This may be different on your hardware and called dh:0 or something similar.

To add assigns to the user-startup, open a shell and enter:

```
ed :user-startup
```

Now you can enter some definitions, for example:

```
assign graphics: hd:0:art/pictures/
assign sound: hd:0:music/samples/
```

When you finished, press ESC and then X to save your new user-startup.

## EXPLODING LIBRARIES

The way in which the assign statements can vary depending on boot disk sometimes leads to a few problems. Take the classic 'explode library not found' error message which usually occurs when a 'coverdisk' program such as VirusChecker is run.

If the disk with the virus checker is used to boot the computer, everything will work fine. However, once the program is copied to another floppy or onto a hard disk, no pops the error:

What's going on? Well, the VirusChecker program requires a special software library to run, and looks in the LBS- directory to find it. As the floppy disk booted the computer, LBS- is the lib directory on the floppy disk which will contain the library.

However, if the Amiga is booted from the hard disk and the virus checker is run, it may fail. If it still looks in LBS- for the library, but the LBS- won't be referring to the floppy, it will be looking on the hard disk. Chances are that the correct library isn't on the hard disk (unless you copied it there) and so you can get an 'instant' error message.

To stop the from happening, all you need to do is make sure that the library is in your hard drive lib directory. Boot from the hard drive, insert a

coverdisk which has the virus checker and enter the following at a shell prompt:

```
cd d0:lib/explode.library to lib:
```

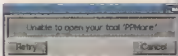
At last your exploding library problem will be solved, as the required library becomes a permanent part of your Amiga system.

## TEXT AND DOC FILES

Have you ever clicked on a *ReadMe* icon, only to find that instead of text, you get an error message? I have and it is extremely irritating.

When a Doc file gets it right, double clicking should automatically load a text display program (such as *More*) and then have itself loaded and displayed. What happens is hidden from sight - all you know is that you clicked on a text file, and it appears on the screen in front of you.

However, as you would expect, nothing is so simple. The text program cannot appear on-screen by itself, it must have a viewing program. You can check the name of the viewing program which a particular document needs by using the info command from the Workbench. Highlight the icon with a single click, and then use information from the



Another annoying error message, you click on an icon called *ReadMe* and all you get is abuse from the operating system.

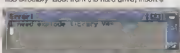
icon menu. You should then get a window. The text in the default tool box is the important part of this window. This is the name of the program which will be used to display the text, and if you don't have it - the text won't be displayed and you'll get an error message instead.

If the text is a raw plain, ordinary text file (sometimes called an *Ascc* text file because all the letters and numbers conform to the American Standard Code for Information Interchange character set) then the text editor *More* will do fine. Every Amiga comes with *More*, usually lying (without an icon of its own) in the Utilities drawer. The Utilities drawer is one of those drawers which the Amiga will search through for commands automatically, and so no path is needed.

Assuming you have a text file called *Help.doc* in the RAM disk, to read it all you need to do is open a shell and enter:

```
more ram:help.doc
```

Sometimes when an author puts a document in the public domain he or she forgets to change the



How many times have you seen this? Judging by the number of letters to disk on the subject, nearly everyone seems to be plagued by a similar message several times a day.



Using the information spelt from the Workbench pull-down menu, you can check on the name of the viewer (if any) the document file belongs to. This can be changed if necessary, type in the new name and hit save.

name in the icon to Move, and keeps it pointing to some obscure text reader only themselves and a Scandinavian hacker know about. If so, just change the name in the default lock box to Move, select save and try again.

Unfortunately, nine times out of ten, when a document icon fails it's not because it can't find More. Instead it's more likely that the text file has been compressed with a program such as PowerPacker and is no longer raw Asci. Displaying a crunched file with More is not going to bring much joy either; a dedicated crunched file-viewer is needed.

The standard decompressor and viewer is called PPMore, and if you don't already have PPMore on your hard disk you have probably seen the error message "Can't find tool PPMore more than once. The solution isn't very difficult - simply copy the PPMore program to your hard disk. Find a coverdisk with PPMore (most of them have it, although they may hide it in the C directory) and copy it across. Rather than fill up your own C directory, put it in Utilities with More, as follows

copy dfb:rc/PPMore to hd0:utils:titles/

Once you have sorted a few icons out, you'll soon recognise the tell-tale signs and what to expect. If you have More and PPMore on your boot disk, you should be able to read just about anything.

## PRETTY ICONS

I must admit to hating the tedious orange and blue icons of Workbench 1.3 - they look so boring. I don't understand why more folk don't take advantage of the icon editor and backdrop preference to make more interesting displays

I suppose, unless you have a hard drive and perhaps a little more memory than standard all the new icon data can eat into your precious resources. However, if you have an A1200 with a hard drive you can finally ditch those boring colours.

Every icon on the Amiga can be altered, and that includes the floppy, hard and ram disk icons. Editing the icon for any, the preferences painter control is no problem: load it into the icon editor, draw all over it and save it back out.

Altering the icon for the hard and floppy drives isn't really a problem either, as each drive has a file called diskinfo in the root directory. Enter it to hd0 (or dh0) and amongst all the info files and drawings you'll see it.

The only thing I feel could possibly go wrong is when experimenting with icons is a mix-up over the type. An icon can be a project (like a text file), a trashcan, a disk (hard, floppy or ram) or a lock (like a word processor) and if you save a project icon out as disk info then funny things might happen. This is why it's best to load the original icon into the editor and change that, rather than start from scratch.

## IT'S MAGIC!

Although I would love to pretend other wise, I'm not a terribly artistic person and I have to admit that the icons I use on my Workbench are all taken from some public domain and shareware disks. The most important addition to my set-up was from a program called Magic Workbench, which adds incredibly snazzy new drawers and default Workbench icons. 17 Bit Software sell the disk at the moment and it is well worth having.

The Magic WB system includes an excellent font called XEN which manages to be readable and yet very compact. I use it in every program I can to fit more text on-screen, as it looks so much better than Topex.

I have picked up other icons from various disks, and re-coloured them to fit my standard 16-colour palette. The key to a good icon is small size (I can't stand huge, cluttering icons) and clarity. The icon must look like something useful or I'll never remember what it's for.

If you have a multiscan monitor and an AGA machine, you're lucky in that you can display a flicker-free Workbench of about 640 by 512 or bigger, which makes for an excellent work environment. And a degraded image as a backdrop and you'll believe a Workbench that you can really be proud of!



You too can have a snazzy Workbench like mine

## NEXT MONTH

More AmigaDOS tricks and tips, including creating the best possible Workbench layout, playing with multiview, archiving and outspassing files.



## More electronic gossip from the anything-but-dumb terminal of cyberpunk John Armitage.

**V**iruses - you can love 'em or loath 'em, but you can't ignore them. In fact, if you love 'em you must be completely mad as they mean nothing but trouble.

A virus is a small program with two objectives one, to duplicate itself as often as possible, and two to perform a very nasty side-effect. The side-effects of a virus can be anything (your mouse pointer turns into a rude shape), severe (unpredictable crashes)

or catastrophic (destruction of all files on a hard drive or damage to a commercial game).

The best way to protect yourself is to keep a good piece of virus-checking software close at hand - preferably running all the time in the Workbench background. Unfortunately, keeping up-to-date with the latest killers has always been a hit or miss affair, depending on magazine coverdisks or Public Domain libraries. Now, however, Comms can come to the rescue.

You may have heard about Safe Hex International in CUJ AMIGA before - they are a group of programmers and interested parties dedicated to neutralising the threat of Amiga virus programs. The DABBS bulletin board in Leeds has become the official system of Safe Hex International, which means anyone with a modem can log in and get the very latest software as soon as it is released.

## LOG IN

DABBS runs 7 days a week, 24 hours a day and is a board dedicated to the Amiga. Logging on is easy - answer a few questions, pick a password and you are immediately granted access to most areas. Any modem will do, from a rather slow (but very cheap) 2400 baud to a top of the range rockal powered 16.8K HST.

Once on-line, pressing X at the menu will bring you to the special SHI BBS, from where you can download the latest anti-virus software. This



DABBS keeps you well informed with useful information

Includes various killers (only up-to-date versions are provided) and plenty of articles and help files. The rest of the board is open for you to explore as well, which means you can get to play all sorts of on-line games, chat with fellow users and download the latest PD DABBS is also part of the FidoNet system, which means if you live in the Leeds area you should consider becoming a Point to save yourself a lot of time and money.

## NEXT MONTH

More international networking. Plus, you'll get the chance to E-mail comments to CUJ AMIGA.

## CALL BOX

**BBS:** DABBS  
**SYSDP:** Steve Ducker  
**COMMENTS:** Amiga board, Safe Hex International site  
**SPEEDS:** 300 - 16.8K  
**TIME:** 24 hours  
**NUMBER:** (0532) 991100

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# BACK TO BASIC WITH BLITZ BASIC 2

**PART 5**

**If you want to get the low-down on what's hot and what's not in the world of Blitz Basic 2, then Jason Holborn is the man with the hottest news, the best tips and the worst possible hair style...**

**W**elcome back to the liveliest and most happening *Blitz Basic* column ever to grace the pages of an Amiga magazine. We started looking at shapes last month, *Blitz Basic*'s answer to AMOS' powerful Bobs (blitter objects). This month, we're ready to take the plunge into some coding.

As you may remember from last month's issue, *Blitz Basic* offers not one but three different methods of blitting shapes onto the screen: Bit, Cbit and Bbit. Each has its own individual strengths and weaknesses which we'll discuss in brief before moving on.

## BLIT

This is *Blitz*'s simplest blitting mode. Although it is very fast, it does not keep track of any shapes that are blitted onto the screen, so old shapes have to be manually removed. Bit mode doesn't keep track of the background blitter either, so the area of the blitter which a shape is drawn onto will be permanently destroyed.

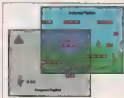
## QBLOT

Short for Queued Bit mode, Cbit keeps track of where shapes are drawn and will automatically

remove the old shape image when a shape is moved. Once again, however, the background blitter is not restored when the shape is moved. This blitting mode is best used with a dual playfield display.

## BLBIT

Buffered Bit mode offers all the benefits of Cbit mode but with the added advantage of automatic background restoration whenever a shape is moved to a new screen position. However, although it is the best option available, Blbit mode is also the slowest mode.



QBLOT mode is best suited to games that use a dual playfield display. This is because the blitting commands do not restore the background graphics whenever a shape is moved.

## EVEN MORE NEW BLITZ COMMANDS

It's been an exciting month in the world of *Blitz Basic* programming. Not only has the latest issue of Acid Software's newsletter, *BLUM* (Blitz User Magazine), finally arrived but it has brought a brand new version of *Blitz Basic 2* along with it. This update - version 1.7 - should be of interest to anyone who likes to take advantage of *Blitz*'s excellent support for intuition, the Amiga's windowing environment, rather than the *Blitz* mode that we've been concentrating on over the past few months. Not only does *Blitz* version 1.7 offer a number of new display commands, but, most interesting of all, there's full support for both GadgetTools and the ASL requesters offered to Amiga programmers under Workbench 2.0 or above. Here's a quick run - through of the new ASL commands:

```
filename$ = ASLFileRequest$(Title$,
Path$, DefFile$, Pat$[, X,Y,W,H])
```

*Blitz*'s file requester is a lot better than the one offered by AMOS but it's still not as good as Commodore's which is built into the Amiga operating system. With the addition of the ASLFileRequest()

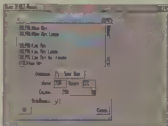
command, however, your *Blitz* programs can take full advantage of the brilliant file requester. Not only does this give you a better file requester, but it'll also help to give your programs a more uniform and professional look. It does have one disadvantage though - because it uses the ASL library, this command will not work when your program is run on any Amiga that doesn't have at least Kickstart 2.0.

The parameters that the command requires are pretty self-explanatory. Title\$ holds the title string that will be printed along the top of the file requester (Select file to load, for example). Path\$ holds the default pathname. DefFile\$ holds the default filename, Pat\$ (which is optional) holds a selection pattern (PP\*IF, for example, will force the file requester to show only files that end with .IFF) and the X, Y, W and H parameters allow you to control the position and size of the requester.

```
Font,fontinfo = ASLFontRequest(Flags)
```

Not surprisingly, the ASLFontRequest() command gives you full access to Commodore's capable font requester which not only automatically handles the complex font structures but even gives you the option of a preview. Which certainly beats asking me to enter the name of the font, followed by the required point size and then hoping for the best!

The Flags parameter allows you to define what gadgets are made available to the user when the font requester is displayed, eg: the pen number, background colour, style etc. All of this information is passed to the command in the form of a bitpattern, with each bit controlling a particular attribute. Bit one controls the pen attribute, bit two for the background, bit four for the style, bit eight for the foreground and bit 16 for the fontsize attribute. A value of three, for example, would tell the requester to turn on the pen and background colour control gadgets only (three = bit one + bit two). Information on the selected font is returned in the form of a fontinfo structure.



With *Blitz* version 1.7 you can add this wonderful Workbench 2.0 screen mode requester to your programs.

```
*Sc Screeninfo =
ASLScreenRequest(Flags)
```

With all those lovely new screen modes on offer, it's very hard to write an application that will look good on everyone's systems. Some people like their applications to run in PKL format, others in HTSC, while those lucky enough to own multi-screen monitors like to be able to take advantage of the AGA Scan doubling modes. With the addition of the ASLScreenRequest() command, however, you can add on option into your software that will allow the user to change your program's screen mode if they so wish. Coding this command will bring up the standard ASL Screen mode requester like the one you see when the ScreenMode Preferences program is run.

Just like the font requester command, this command expects to be fed a flags parameter in the form of a bit pattern too. Bit one turns on (or off) the screen width gadget, bit two for the height gadget, bit four for the depth, bit eight for overscanning and, finally, bit 16 for scrolling.





## » GETTING INTO SHAPE

Before you can even think about drawing shapes onto a Blitz screen, you need to start by either loading an existing shapes file from disk or you must manually grab all the shapes you need from a bitmap. Loading a shapes file is the simplest and most straightforward method. The command that you'll need to load a shapes file into memory is called, not surprisingly, LoadShapes and it has the following format:

LoadShapes [SHAPE], [LASTSHAPE], [FILENAME]

### SHAPE

The Shape parameter allows you to specify a offset (a numbered slot into which the shape will be loaded) when loading a shapes file into memory when there are already existing shapes. For example, if you were to simply pass a value of zero, the first shape loaded from disk would be shape 0 and any further shapes loaded from the file would have a shape number that followed on from this first shape. By specifying a shape offset, however, you can load shapes into memory without wiping existing shapes.

Say for example you had ten shapes in memory already numbered from 0 to nine and you wanted to load a further set of shapes into memory. You would therefore pass a value of ten. Indicating that the first shape loaded from disk should be placed at position ten. Simple really.

### LASTSHAPE

This optional parameter allows you to restrict the number of shapes that are loaded into memory from a shapes file. Say, for example, you had a shapes file containing 20 shapes but you only wanted to load the first five – all you'd have to do is to pass a value of five and only the first five shapes would be loaded.



Acid Software's Blitz Basic 2 offers even the greatest of beginners the opportunity to make games of commercial quality.

### FILENAMES

Filename tells Blitz Basic the filename of your shapes file. Now that we've loaded our shapes into memory, we can start using them. You'll need to create a bitmap and a slice that is capable of displaying your shapes. Once this is done, however, you can bit your shapes onto the screen using one of the three bit modes available. BLIT mode isn't really of that much use if you want to move your shapes around the screen so we'll forget this for the moment and skip straight to OBLIT mode, possibly the most common blitting mode used by games programmers. Although OBLIT mode won't automatically restore the background bitmap whenever a shape is moved, it is still a lot faster than Blitz's drawing mode, BLIT.

Oblit mode works by storing the co-ordinates of each shape that you bit onto the screen in what Blitz calls a queue. Before you can make use of a queue, however, you need to create a Queue Object using the imaginatively-named Queue command. Its format is as follows:

Queue QUEUENUMBER, MAXITEMS

### QUEUE NUMBERS

The Queue Number parameter defines the identifier (a number) of the queue which you want to use. Using multiple queues can come in very handy when you wish to move a series of objects at different times.

### MAXITEMS

In order for the Queue command to allocate the required amount of RAM, Blitz needs to know exactly how many objects you wish the queue to keep track of. If you have 20 shapes, then you should pass a value of 20. With the queue now initialised, you can draw your shapes onto the screen using the Blitz's OBLIT command. Its format is as follows:

OBLIT QUEUE#, SHAPE, X, Y [,EXCESS]

### QUEUE

Not surprisingly, the Queue parameter tells the OBLIT command the number of the queue to use when storing the information on the shape being blitted. Remember that any queues that you use with the OBLIT command must be initialised first with the Queue command. It's important to make sure that you don't try to store too many shapes into a queue either – if the queue is not large

enough, then go back and increase its size.

### SHAPE

The Shape parameter tells Blitz which shape the OBLIT command should bit onto the screen.

### X/Y

Not surprisingly, the X and Y parameters define where on the screen the shape is to be placed.

### EXCESS

The optional Excess parameter comes in handy when the shape that you are drawing uses less bitplanes than the bitmap it is being drawn into. If you tried to bit such an object into a bitmap that had more bitplanes than the shape itself, the shape's colours would be completely wrong. By making use of the Excess parameter, however, you can instruct Blitz to automatically turn on or off any spare bitplanes.

The Excess parameter should be fed to the OBLIT command in the form of a bitpattern with each bit representing an on/off value for the excess bitplanes.

Bit zero of the bitpattern will control the first excess bitplane, bit 1 the second excess bitplane and so on. Passing a value of zero will turn off all excess bitplanes. ☺



Queue is ideal for fast games as it offers a good balance between speed and flexibility.

## JARGON BUSTERS

● **GAUCHO**: A game and may instead of a fighting machine (a game) to program on the Amiga.

● **ASL**: This is a library of routines built into the Amiga's operating system in Workbench 2 as better structured which provides the program with a set of standard requests to use within their programs.

● **BLIT**: This refers to a single operation of the Amiga's blitter chip. If a shape is bit it is bit into the screen, this means that it has been drawn onto the screen by the blitter rather than by copying bitmap data with the processor.

● **BLITPLANE**: An Amiga screen is made up of bitplanes. Each bitplane extends the number of colours that a screen can display up, a single bitplane screen can offer just two colours, an eight bitplane screen offers 256 colours.

## NEXT MONTH

Jason Holcomb will be showing us how to use the OBLIT mode. So be prepared.



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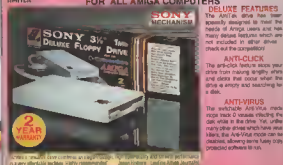
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✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓

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## WORKBENCH SCREEN

# INSIDE AREXX

Now that you've got a pretty good grasp of the AREXX language, it's time to take a plunge into task communications. Dressed in a flak jacket and wellies; Dave Smithson is our man in the field...



often, the task of a task mediator is to perform a set of jobs that could be divided into a series of sub-tasks.

For example, calculating VAT on a list of prices and then adding them together — these are all tasks that even the most archaic programming language could do.

However, AREXX isn't just another programming language designed to add up numbers and process strings of text.

AREXX is a task mediator. It is able to act as a task mediator between two applications, allowing the application to speak to the application in a language that it understands.

For example, if you have a program that can convert a 32-bit image to a 256-bit image, you can use AREXX to convert a 32-bit image to a 256-bit image.

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## HOST FOR TONIGHT

There is a small command provided an alternative method of controlling the operations of an application by allowing you to write an AREXX script that tells the application what to do in the form of a list of instructions. Say, for example, you wanted to automate the operations of your image processing program so that it would load in a GIF file and then convert it to a low resolution 32-bit colour IFF image. Because the image processing program allowed you to control its operations via AREXX, you could therefore write an AREXX script that did the job automatically. The script might look something like this:

```
LoadImage "myimage.gif"
ScaleImage 320 256
ReduceColours 32
SaveFileFormat "IFF"
SaveImage "myiff.iff"
```

Although the above script is simple a product of my over active imagination, it does demonstrate beautifully how an application can be controlled by an AREXX script. If you know your AREXX instruction set fairly well, then you'll already know that none of

the instructions that the above script uses — LoadImage, ScaleImage etc — are actually standard Amiga commands. That's because they are commands that AREXX is controlling.

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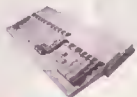
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Processor, 16MHz Bitbler,  
32MHz 56001 Digital Signal  
Processor
  - 1.44mb 3 1/2" Floppy, up to 14Mb  
RAM. Displays 85536 colours  
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**The Q&A team sift through the detritus of reader's letters to bring you the facts on all your questions and problems.**

## A600 EXPANSION



I want to buy an A1200 and sell my A600. However, it's rumoured that M-Tec have accelerator boards called 68020 and 68030MMU for the A600. Is this true, and if so what kind of speed increase will this give me?

I own a Commodore 1084 colour monitor, if I buy an A1200 will this monitor be adequate? I have heard that the A1200 supports flicker-free interface screens and that the 1084 does not – will this be the only problem?  
T.S. Nielsen, Lang, Denmark.

It's impossible to say how much faster the (rumoured) accelerator card would go because you don't mention the clock speed. 14MHz? 25MHz? 33MHz? 50MHz? It makes a big difference, but even a 14MHz 68020 will run at least twice as fast as the A600.

As long as you don't use the new flicker-free DoublePAL, DoubleNTSC, Super72 or Multiscan productivity screen modes the 1084 will continue to give a clear crisp image.

## CDTV REVELATIONS



In the February issue of CU AMIGA you said you couldn't upgrade a CDTV to Kickstart 2.04. Well you can, but first you need to fit a switch to turn off the CD-ROM.

By the way, turning off the CD-ROM allows you to load a lot more programs than normal. In fact, *Humans* is the only incompatible game. The only down side to turning the CD-ROM drive off is that it disables the SCSI interface so you would have to turn it on again if you were going to fit a hard drive.  
John Alford, Hyde, Cheshire.

What we hoped to imply in the February issue of CU AMIGA was that you could fit the 2.04 ROMs to a CDTV, but as they didn't include the CD-ROM drive there wasn't really much benefit. You might as well have bought an A600 or A500Plus.

Turning off the CD-ROM drive can actually be done with software alone (check your local

## HERE THEY ARE FOLKS - THE Q&A TEAM



**JOHN KENNEDY**  
Joined to an Amiga at birth, what John doesn't know about the Amiga can fill a matchbox.



**MAT BROOMFIELD**  
What Mat doesn't know about matchboxes can fill an Amiga – his love machine.

PD library for cdf and cdon written by Almathe guru Jolyon Ralph).

The CDTV doesn't come with a SCSI interface as standard so I don't know how it could be switched off.

## GIVE IT A BOOT



Please, please help me. I have been trying for weeks and weeks now to make a boot-block on a blank disk so I that can make a stand-alone disk. To attempt this I have been following a guide from another magazine and have

got to the point where I have to use a small program called VILBM. Can you tell me where I can find this?  
Martin Bell, Stoke-on-Trent.

I know that it's easy to pick up other magazines by mistake, what with the covers all being identical and everything (ahem). In fact, I've heard that certain other Amiga magazines are going to try a red cover so well to see if that will boost their flagging sales.

In the meantime, I'm not really sure what use VILBM will be to you. VILBM doesn't have anything to do with making a disk boot – it is a utility to display pictures.

Here is how to make a disk bootable. Boot from your Workbench disk and format a fresh disk, Rename it "brian", at least for the moment. Open a shell and enter:

Install brian: <return>

If you only have one floppy drive you'll need to enter the following first:

resident c:\install <return>

When this disk is inserted, the Amiga will look for a file called startup-sequence in a directory called a. At the moment neither exist, so enter this at the shell:

mkdir brian:

To create the startup-sequence, use a text editor program like ed. Enter:

brian:a:\startup-sequence

Now you can enter the commands you want the Amiga to execute when it is switched on. If you do want a picture displayed, add something like:

brian:\libm mypicture.tif

But you must remember to copy VILBM and your picture to the disk. Getting hold of VILBM isn't difficult – it's in every PD library in the land. Ask your favourite library for a disk full of graphics utilities and you are bound to find it or one that's similar.

Workbench 2 comes with display and Workbench 3 with multiview which are more

powerful. To use these programs make sure you have copied the LIGS: drawer to your new boot floppy.

## HARD DONE BY



As an owner of a CDTV I feel very hard done by I bought my machine 12 months ago, with the promise of more good things to come for the CDTV scene. Now we are told the CDTV is dead and the new CD32 is out with lots of up-to-date games available. The only thing that's wrong is that you can't play them on a CDTV – does this mean there will not be any new games for the CDTV?

Don't get me wrong, I like my machine a lot, apart from its shortfall in memory. I've also heard that it's possible to switch off the drive to get the memory back?  
J.A. Davies, Barnstaple, North Devon.

Every machine will be superseded eventually, and the CDTV's time came just a little too soon. However, there are a good number of compatible disks stuffed full with PD utilities and games, so it's wrong to say that the CDTV is not supported any more.

As you'll have read in the previous letter, regaining the RAM taken by the CD-ROM driver is possible without resorting to hardware.

## DEGRADING EPISODE



Having replaced my trusty A500 with a sparkling new A1200, I find to my dismay that I can no longer run my beloved Video Studio (v3). Moreover, the originators, ZVP, have apparently put up the shutters.

I've tried Fakemem and Degradr, as well as the two-button start-up menu suggested by Commodore but without success. Am I missing a trick somewhere, or have I really got to scrap the program?  
W.W. Windsor, Wilslow, Buckingham.

There comes a time when you have to give up, and I'm afraid that time is now. No matter what version of Kickstart your Amiga thinks it is running, no matter what caches you have switched off, and no matter how late your memory is, some programs simply won't work on the A1200.

The problem is with the new AGA chipset. Commodore have been telling programmers for years not to poke around but to follow the guidelines, and do they listen? No – well, not if they want to push the hardware (that little bit) further. In this case you'll have to give up.

It's not all bad news though, there are new graphics and video programs coming on to the market all the time and most will not just support the AGA chips, they will also take full advantage of all the new modes. Search out a replacement, and let Video Studio finally melt in peace.

## SEEDY CONNECTIONS



After waiting and waiting for a CD-ROM add-on for my A1200, and then finding out that it is not going to be available for a while, I went out and purchased the CD32 console instead - I'm very impatient, you see.

What I would like to know is, will it be possible to link the two machines together and if so, will my A1200 recognise and make use of both the CD drive and the extra 2Mb of RAM?

Also, if they can't be linked together will I be able to use demos, games and games from one of the many PD CD collections on the CD32? P.D Sprakes, Henlow, Beds.

Commodore upset a lot of people by announcing a CD add-on for the A1200 and then snatching it away. I suspect a lot of A1200 owners held back from buying a CD32 in case the drive appeared, and probably got so bored waiting that they bought something else instead (like a PC).

Anyway, yes it is possible to network the CD32 and the A1200 together, but you will need to wait for the forthcoming SX0. Indi (tel: 0543 419999) are taking orders for them, and when I spoke to them promised availability by the time you need this.

When you have the SX0 connected to the CD32, the PD program *ParNet* and a special cable is all that is needed. The A1200 can then access the CD-ROM drive and the 2Mb of RAM as though they were normal AmigaDOS devices. Also, many game and demo CDs will work on the CD32 already.

## GOBBLEDYGOOK



I purchased a secondhand Epson MX1000 111 for my son to use with his Amiga 1200. On a self-test it prints perfectly, but when connected to the Amiga using all the Epson drivers available it prints gobbledygook.

I have made a parallel lead using both manuals, but leaving the 5 volt line from the Amiga disconnected and altering the printer DIP switches to suit. What's going on? R. Carier, Canvey Island, Essex.

Looking at the print-out (in which about one letter in every 10 is correct) I have to say that I suspect the cabling. Nothing personal, but are you sure every line is connected correctly? DO to DO, D1 to D1 and so on? Is the wiring used actually up to the job? Leaving out the 5 volt line was a very good thing to do - if you tied left it in, the printer may have been damaged.

After spending many years as a student, I forced to use homebrew printer cables, we know all about dodgy wiring. Believe me! £10 spent in savings on a proper lead is a real investment in time, paper and tempers.

To discover exactly what is wrong you will need to check your Amiga, your printer and your cable. Find a friend with another computer and printer (or visit your local computer club) and try connecting your printer to his computer. Then try again using your lead. This will help you trace the fault.

There are several pitfalls when buying printers second hand. First, you can never be sure that the thing works unless you see it: a self-test isn't good enough, as it only tests the print head and not the interface. Secondly, if you get an obscure piece of kit, you can bet that you'll

spend the rest of your life trying to track down a printer driver.

## TOO FAST?



I own an Amiga A1200 with an internal 120Mb hard drive. However, a few games, loaded from the hard drive don't work. The sound is good but the pictures are all mixed up. What's wrong?

Veronique Thiery, Athus,

Belgium and S. Redcliff, Hollywood, Birmingham.

Apparently some hard drives can work too fast for particular software and as a result some data gets corrupted as it is read.

Search out the program called *HDToolbox* on your Workbench, and select the partition drive option. For each partition, click on the advanced options button and then click on the button marked change which will appear.

Find the box labelled *MaxTransfer*, it should read 0xFFFFF as a default setting. Change this so that it reads 0xFFFF instead and click on OK until you reach the first screen. Finally click on 'save changes to drive' and leave the program. When you reboot, the new settings should come into effect and with any luck your graphics will be fine.

## OCTA-LINKING



Can you tell me how to connect two Amigas together so the full Sync function of OctaMED will give me four more precious sound channels. What do I need? Where do I get it? And most importantly, how much? It is possible

would an A500+ be compatible with my price and joy - my A1200 of course Kevan Gordon, Trerent, Scotland.

This is a good trick to get eight track audio: OctaMED can send and receive timing signals so the two Amigas will remain locked together. I used to think this required a MIDI connection, with each Amiga fitted out with a MIDI interface and leads. However, I've just discovered that you can do away with MIDI totally - you simply need a NULL modem cable - a simulated modem link which links two computers together without actually using a modem. It's the same sort of lead that is used to link Amigas when playing games such as *Stunt Car Race*.

Connect the computers together in this way, and then select the MIDI options page in both copies of OctaMED. Ensure MIDI ACTIVE is on, then set SEND SYNC on one Amiga, and EXT SYNC and INPUT on the other. When you click on play on the first Amiga, the second will start at the same time. As this trick uses the aerial port, it will work on any two Amigas. For more information check out Sound Lab on page 172.

## MY PERFECT COUSIN



I am Quang from Norway and I am 15 years old. I own an A500 and an A600.

However, my cousin has a clicking thing from an electric fryer which he clicked on my A500. He clicked on the mouse port and now my A500 is dead. The red light is on but then you put a disk in it doesn't do anything. Did he crash my A500? What's wrong? Is it a chip? Nguyen Due Quang, Oslo, Norway.

Tut, tut. The old clicking thing ploy, eh? A clicking thing is actually a piezo electric static electricity generator. By quickly altering the shape of a piezo-electric crystal, a large electric potential is created and a spark jumps to a nearby earth.

In your case the nearby earth happened to be an A500's mouse port. Clicking this was a terrible unfortunate thing to do, as a gigantic voltage spike (several thousand volts) would have shot into the Amiga's chips, blowing them to smithereens. It's probably not one chip that's broken, but all of them.

This is definitely a case where he should threaten to grass on your cousin unless he buys you a CD32. And take that damn clicking thing off him too before he breaks anything else.

## C FOR YOURSELF



I'm 14 years old and I would love to learn how to program the Amiga. I've already dabbled with BASIC, but I'd rather learn a language which would be accepted by a software company. I've decided to aim for a career

in programming.

According to a reply to a letter in the January issue of CU AMIGA, the best language is C, however, I get the impression that it is only really suitable for programming serious applications.

Am I right in thinking this, or is it possible to program top games, such as *Body Blows* or *Zool* with C? Also, I've been looking at the prices of some C compilers: SAS/C costs £250 and I can't afford that.

However, one of your rival magazines is offering the full DICE C package including manual, compiler and all the necessary files for £25. Is this a good quality C implementation? M. Buckley, Chesterfield, Derbyshire.

C is an excellent language, and yes, you could use it to write top games. Modern C compilers produce code which is almost as quick as hand-written assembler - the fastest code possible. More and more game companies will be moving towards C when they realise the time and money this cross-platform language can save. Also, any real time critical code can be written in assembler and included in the C program very easily.

The DICE (Dillon's Integrated C Environment, a public domain C compiler and nothing to do with our good Tony) system is available from most good public domain libraries, so this could be the most affordable way yet to program the Amiga.

Unfortunately, you must bear in mind that it takes a very long time to learn enough about C and the Amiga before you could write a game like *Body Blows*. For this reason I recommend that you try *BitzBasic2* first. *Bitz* is based on BASIC but has some very advanced C-like features. Even better, it comes with lots of routines for handling graphics and sound, routines which you would have to write yourself if you were using a C system.

## QUESTION TIME



Could you please answer a few simple questions for me?

1. Is my Amiga 500+ outdated and worth logging in the local paper?
2. Is it cheaper to buy an Amiga 1200 with a CD-ROM or a fully expanded CD32?
3. Is there a tapdoor expansion on the CD32?

- » 4. With the port block for the CD32, will I be able to use my external disk drive?
5. What version of Kickstart is in the CD32 and what version of Workbench does it need?
6. Will any of the famous programs like AMOS and Deluxe Paint AGA be available on CD?
7. How long do CDs last?
8. Will an FMV module come out for the A1200's CD-ROM?
9. Will the existing Amiga mouse work on a CD32?
10. Will MicroProse come out with a CD version of Formula 1 GP?
11. What is the best Amiga alive?
12. Will it ever be possible to save on CD and if so would it be called a CD BSD (Big Storage Disk)?
13. I have heard things about Amiga VR: is this true and if so when will it be available?
14. Is there going to be an AAAA chipset and if so would it have more than 16.7 million colours?
15. Lastly, when are Commodore going to have transformers built-in, because at the moment I have a house brack missing and I am using my transformer in its place  
Niki Ferrari, Stoke-on-Trent.
1. Yes, it is outdated, but flogging it is a bit extreme. A severe smack on the back of the legs should do.
2. At the moment there is no official CD-ROM upgrade. It is possible to add a CD-ROM player, but not one that will play all CD32 games.
3. There is a port on the back for the addition of the FMV module.
4. Eh? Run that by me again? If you are referring to the forthcoming CD32 expansion system, then yes - expansion floppy disk drives is what it's for.
5. An enhanced version of Kickstart 3, as used in the A1200 and A4000, with some extra code for the CD-ROM device and (allegedly) some support for networking.
6. A very interesting question. At the moment, only games and PD software collections are released on CD but if the CD32 continues to sell strongly and other Amiga owners get into CD-ROM then serious software will happen - and the sooner the better.
7. Yeah, I have a Genesis CD single from 1986 and it still works fine.
8. It doesn't look as though there is going to be a CD32 compatible CD-ROM add-on for the Amiga 1200, so an FMV cartridge is unlikely.
9. It should, although what would you do with it?
10. If they have any sense.
11. There are no live Amigas. Contrary to pop-

ular opinion, all Amigas are all inanimate objects.

12. It's possible to save to CD at the moment, although the special players that can do so cost several thousand pounds. Unfortunately, the manufacturers missed the marketing opportunity of a lifetime and called it Writable-CD-ROM and not CD BSD.

13. You said you heard it, and I'm not going to call you a liar. But it won't happen.

14. There might well be an AAAA chipset, although Commodore might have thought of a better name by then. There is little point in having more than 16.7 million colours, as the human eye can't distinguish between any more.

15. Commodore will build transformers into their computers when every country decides to standardise their domestic electricity supplies. I like the big warm brick - I can take my shoes off and keep my feet on top of it.

## PCMCIA... TINGY

I have an A600 with a Commodore 1Mb RAM expansion, a second floppy drive and an 80Mb hard drive. I want to upgrade my memory with the addition of a PCMCIA smart card, but in the January Get Serious section of CU AMIGA you said that most trapdoor expansions disable anything plugged into the PCMCIA port. Does this include my 501 expansion? David Eastwood, Huddersfield, West Yorks.

We had a quick word with Silica Systems (tel: 081 300 1111) who sell the Amitek PCMCIA memory cards, and they assured me that memory fitted to the trapdoor of the A600 won't be affected by memory fitted via the card slot. On the A1200 this doesn't necessarily hold true, and will depend on exactly what you have stuck in the trapdoor.

However, I think the best way to upgrade your memory would actually be to swap the A600 for an A1200. Not only will you then have 2Mb of RAM as standard, but you'll get a great increase in speed and the fabby AGA chipset. Your external floppy drive will continue to work with the A1200, and any good dealer should be able to take the hard drive from the A600 and put it in the A1200 for you.

## A2000 EXPANSION

I have a secondhand A2000 HD with Workbench 1.3. What is the best way to upgrade in the future?  
N. Luxford, Colney Heath, St Albans.

For a start, get a Workbench 2 update pack with the new ROM, Workbench disks and manuals. I have spoken to various users who swear that Workbench 1.3 is great and hey, we like orange and blue anyway.

Both Workbench 2 and 3 are a quantum leap away from 1.3 and you owe it yourself, N. Luxford, to upgrade to a more powerful and more stable environment.

As you are lucky enough to have an A2000 you therefore have lots of lovely ZorroII card slots and also a sneaky CPU and video expansion slot. Silica Systems (tel: 081 309 1111) are

selling a 68020 card rather cheaply and this will speed your computer up considerably, as well as adding some useful extra memory.

If you happen to be an eccentric millionaire, get a 68030 or 68040 expansion card and add a Picoeas II video board.

## NUTTY OVER NOTATION

I'm getting into music on the Amiga, and I'm especially interested in the MIDI side of things. I've worked out that I need a MIDI sequencer program, but I'm afraid that they'll all be too complicated. I can read proper

musical notation, so I really need a program that uses this. Am I asking too much?  
Adam Priestly, Liverpool.

Of course you're not asking too much - the Amiga is capable of almost anything. The best music sequencing program available (at the time of writing) is without doubt *Bers and Pipes Pro*.

In fact, *Bers and Pipes* has recently won awards for being the best sequencer on ANY computer, so I'm not alone in my thinking.

Like any powerful program it will take time to learn, but when you master *Bers and Pipes* you'll be extremely happy, and no matter how complicated your MIDI set-up it will keep pace.

Contrary to what I may have indicated in the past, one of the most powerful features (and one of the best hidden in the manual) is the musical notation section. Instead of the usual coloured blob approach, real notes on real staves can be displayed.

You can also use guitar notation, chords, a mixture of notes and blobs (good for drum parts) and even add lyrics. The notation method used can vary from track to track, so your keyboard parts can use a piano roll system and guitar parts can use proper guitar tablature.

## COMMS CONUNDRUM

Can I use an external modem intended for use with a PC with my Amiga A1200 and then simply use NCom? The reason I am asking is that the PC 14 400 baud modems seem to be cheaper than the ones advertised for the Amiga.  
J.S. Smith, Wincobank, Sheffield.

The Amiga supports the same RS232 standard serial port as the PC, so any external MODEM will work fine. No modem is manufactured especially for use with Amiga or the PC - they are designed to work with RS232.

The exceptions to this rule are the internal modems common in the PC world. These cards will only fit in a PC (without going down the route of bridgeboards and PC emulators). NCom is an excellent choice of software (but consider Term as well) and will work with any Comm hardware.

As far as pricing goes, I've been looking around myself and I've found that after the inclusion of VAT and postage the prices are almost identical.

## NEXT MONTH

If you have any questions concerning your Amiga or peripherals, write to us at CU AMIGA, Priority Court, 30-32 Farnpond Lane, London E6 11 3AU.

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# CLASSIC

51  
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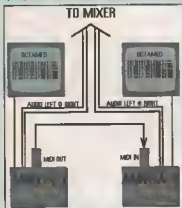


**Funky stunts of MIDI trickery, including how to get aight top-quality sample tracks, are revealed in part three of Tony Horgan's essential OctaMED 5 tutorial.**

If you thought OctaMED was just a sample tracker like Protracker, think again. The enormous advantage OctaMED has over any other tracker is its MIDI power. Apart from giving you 64 MIDI tracks to play with, it opens up plenty of other exciting avenues too.

### SYNCHRONIZED AMIGAS

One of the best MIDI tricks you can perform with OctaMED is synchronizing two Amigas. This might seem like a bit of an expensive gimmick, but your second Amiga could be a standard 1Mb A500, which, these days, you can pick up for as little as £150. The great advantage of hooking up two is that you double the amount of sample channels available. Instead of writing for the normal eight channel mode with its reduced sound quality, by connecting two Amigas, you can have eight top-quality sample channels. Here's how it's done.



### TOP MIDI TIPS

\* When using more than four tracks, avoid eyestrain by selecting either four or eight maximum on-screen tracks. You still keep the audio tracks, but you'll need to scroll horizontally with the cursor keys to access the latter ones. Older versions of OctaMED have no four-track limiter, but you can use the NO16 button from the MISC panel to view just eight at once. With OctaMED 5 you can use the DISPLAY MAX TRACKS option from the Settings menu.

\* Heavy MIDI usage sometimes leads to timing delays, usually when there are a lot of MIDI events happening on the same line, often the first of the block. To get around this, use the PF2 command on instruments that are not too line sensitive (such as chords for example). Putting this on the line where the note is triggered will delay it slightly. This helps avoid a log-jam situation, and will go unnoticed when used on the right sounds.

Take a look at the diagram, bottom left, to get some idea of what's going on. You're going to be using a MIDI link between two Amigas, both of which are running OctaMED, with one acting as the 'master' and the other as the 'slave'. You will use the slave machine as your second set of four sample tracks, and construct a song parallel to the main song on the master Amiga. When you hit PLAY SONG on the master Amiga, a message will be sent to the slave Amiga telling it to play its own tune at the same time. The result is two perfectly synchronised OctaMED songs, which can then be fed into a mixer and combined into one eight-channel soundtrack.

### YOU WILL NEED:

- \* Two Amigas.
- Any Amiga will do, but if your second Amiga is a 1.3 machine, remember you'll need a version of OctaMED that doesn't require a 2.04 operating system (such as OctaMED 3 for example). Different versions of OctaMED should be able to talk to each other without any problem.
- \* Two TVs or monitors.
- You could get around this problem by connecting both Amiga video outputs to a switch, and view them one at a time through the same screen.
- \* Two MIDI interfaces.
- \* One MIDI cable.
- \* A four-channel line mixer.
- Four channel mixers are available, but the output from your Amigas will be too loud for one of these.
- \* Three sets of stereo phono cables or six mono phono cables.
- \* Your usual amplification system (H-A or suitable).

### CONNECTING UP

Hooking the two Amigas together is quite simple, but refer to the diagram if you get lost. Connect up each Amiga to the mains and TV/monitor as usual, but leave the power off for now. Plug your MIDI interfaces into the serial ports of the Amigas. Plug the MIDI cable into the MIDI OUT port on your master Amiga, and plug the other into the MIDI IN port on your slave Amiga.

Connect the audio outputs of your Amigas to the mixer. If your mixer has the facility, pan each of the four inputs to your preferred stereo positions. In this case, make sure you keep any prominent bass sounds in the centre of the stereo field. Power-up both machines, boot them both with OctaMED, and you're off!



All of OctaMED 5's MIDI options are in the MIDI menu.

### SETTING IT UP

Whether you're using OctaMED 5 or a previous version, the options you need to set are the same, but are found in different places. On your master Amiga, you need to turn on the following options: MIDI ACTIVE and SEND SYNC. On the slave Amiga, set MIDI ACTIVE and EXTERNAL SYNC. That should do it. Now you can build your songs using up to eight samples simultaneously. Remember you don't need to use eight channel mode for this; leave it in the normal four channel mode.

If you're using OctaMED 5, the above options are found in the MIDI menu. For previous versions of OctaMED, click the MIDI button from the top section, and click the appropriate buttons on the MIDI panel.

Use the song control buttons on the master Amiga. Whenever you click PLAY SONG on the master, the slave will also start playing its song. Similarly, when you hit STOP PLAYING on the master, both Amigas will stop. For playing single blocks, use the PLAY BLOCK button on the relevant Amiga. You'll only hear one block when you do this, as the PLAY BLOCK command is not transmitted down the MIDI cable.

When it comes to saving out your files, you will of course have two files for each eight-channel song. If you're using one Amiga with more memory than the other you may end up with one song file larger than the other, so it's a good idea to mark each file with a note that tells you which Amiga it was created with (for example a MASTER or SLAVE extension on the filename). Next month, we'll figure out how to get the best from a combined MIDI and sample-sequencing setup.





has the chunky to planar chip to aid in PC conversions, surely this would help in converting Doom.

I wouldn't be at all surprised if Doom is the real reason Dan Silsby left CU AMIGA to join a PC magazine.

Mark Fox, High Wycombe.

I know this is going to be hard for most people to swallow, but Doom isn't coming out on the Amiga. With the exception of the A4000, there isn't a machine that could run it. Yes, it is a superb game, but only possible because of the PC's direct screen addressing. I'd say they have no interest in creating an Amiga version, as unless you know some way of persuading them, it isn't going to happen.

## COME UPSTAIRS?

May I begin by congratulating you and your delightful colleagues on producing such a marvelous publication. Each month I wait eagerly for your magazine to hit the news stands, and a few days before publication I can hardly sleep at night due to the anticipation your magazine arouses in me. (CO'er - Ed)

However, there is one thing that has always puzzled me as I sit fondling the keys and allspicing things into the parallel port of my beloved Amiga.

No it's not how do I get my printer to print properly, and it's not that some of the keys on my keyboard seem reversed, but something much more basic than that. It might be nearly as stupid a question as those mentioned above but I have never seen the answer printed in your illustrious pages before.

WHAT EXACTLY DOES THE 'CU' IN CU AMIGA STAND FOR OR MEAN? Clemens 'Herman' P., Highbury.

Anyone who has been reading the magazine since the days of the C64 will know instantly what CU stands for. Many years ago, this name went under the name of Commodore User, which became shortened once the 64 was out of the picture.

## CANADA DRY

I've finally had a glimpse of the CD32 with the FMV module. I was knocked off my feet! It was playing Star Trek II and the sharpness of the picture and the smooth animation was certainly stunning. I feel lucky that I've seen it because I'm probably one of the few people in my city who are actually going to see it. Commodore used to be a major company in Canada. Now it has nearly been forgotten. For instance, I mentioned to someone at school that I had a Commodore Amiga, and the fool thought that Commodore's flagship was still the C64!

Everyone here thinks that the word 'computer' is generally a synonym of IBM PC. I picked up a newspaper, and on the back page was an ad for a 'Commodore'. I thought to myself 'Ah! The Big C is finally going to make a comeback'. Then I read the small print. It read 'Commodore personal computers are now 100% DOS compatible' and besides that remark was the 'Intel Inside logo' (I'll see how often Commodore were trippers).

On a final note, Tony, I like your hair. Anyone who calls you 'El Hairy' is getting a visit from me! Adrian Carlyle, Winnipeg, Canada.

I can't really comment on Commodore's position in Canada, but if the World Of Commodore show in Toronto is anything to go by, the Big C is most definitely making a comeback. Thanks for your hair support, by the way. (Cut it Tony - Ed)

## KIPPING US OFF!

After reading your March issue of CU AMIGA, in particular the Backchat section, I felt I had to write. I am directing my comments to Mr. Clague of Wirrel, who writes about the music industry overcharging for CDs etc. I feel that I must write and say that consumers should wake up and smell the roses. The prices of goods that we see on our shelves are entirely relative. They are only worth as much as we are willing to pay for them. How many times have you seen the outrageous advertisements in adverts and magazines declaring that, 'Due to popular demand' or, 'Due to incredible success' or, 'Due to advances in technology', we can now offer our products at an amazing, new, lower price. Does anyone believe them? You would have to be completely out of your mind to lower the price of your product when it is supposedly doing so well. Companies only lower

# CLUB CALL

This month Club Call takes a detour out of these fairies of ours and out into the heart of Kenya. Kishi D. Shah begged us to print the following message, so here it is.

## THE AMIGA INTERNATIONAL

The club was started two months ago and already has a total of 114 members, both local and from foreign countries. The club sells public domain disks to its members for only 50p each (the blank disk is provided by the club and the price includes postage to any country). Also, the club helps members to buy software with a staggering 35% discount. To join the club of you need to do a send £3 worth of stamps for a six month membership, and you'll receive a membership card and a catalogue disk. If that isn't enough for you, right now there are 25 joy-sticks and 25 mice to give away to the first 50 people who respond to this ad. For more information, contact Kishi D/ Shah at Box 82817, Mumbai, Kenya.

prices when stocks aren't falling. Which brings me on to the real reason I'm writing. Recently, there has been an investigation into the overpricing of video games. My question is: how can you investigate video games for over pricing and not other products with massive profit margins? A can of Coke costs about 50p to make and is around 50p to buy. A pint of lager 10p to make and £1.80 to buy. My point is that the only way consumers can make companies drop their prices is to not buy their products. The next time Mr Clague feels like objecting to the prices of what are essentially unnecessary luxuries, he should look around his local supermarket and take on a few more rip-off merchants. That should keep him busy! Allison Klerk, London.

Er, yea - indeed! Then again paying 50p for a can of Coke doesn't leave nearly as big a dent in your pocket as the crater left by a £49.99 cartridge. Does it?

## AH! THE GOOD OLD DAYS

I've been reading CU AMIGA for years and, although I throw off the shackles of using my machine as a games only computer years ago, I felt that I had to ask, 'Where have all the shoot 'em ups gone?'. It was only a few years ago that fabulous arcade games were being released on Commodore's machines. Games like Project X and Alien Breed could rival anything the consoles had to offer. So what has happened? Pat McCormack, Dublin.

Well, the team responsible for the two Amiga classics you've mentioned are Team 17 and they've only just released another two brilliant games in *Body Blows Galactic* and *Alien Breed 2*.

We agree what you mean. Arcade quality shoot 'em ups are very thin on the ground these days, with most companies committed to bringing out all of their real stuff on consoles.

However, the CD 32 should be getting it's own share of arcade conversions very soon with *Mad Dog McCre* and possibly *Lethal Enforcers* being converted. For now, check out the impressively priced and pretty looking *Stratford* for £89.99.

## THE FAR SIDE

By GARY LAMSON



## MAT

Mat said that he never wanted to be anybody on TV. We can only take this to mean that the God higher aspirations, maybe he really wanted to be the best cont or, even better, the little white dot that comes on when the TV is over. He's strange - our Mat.



## TONY HORGAN

Our assistant technical editor has been judged insane for admitting that when he was five years old he wanted to be Gary Glitter, after seeing him singing on top of the Pops. And what song did Tony sing into his hairbrush microphone? 'I love, you love'. Sad but true.



## JOHN KENNEDY

John Kennedy was heavily influenced by Mike's Seven in his youth, which perhaps explains his obsession with teddy things, and his rather strange habit of flicking lights in shiny boxes. It also explains his love of tight nylon boiler suits, covered in glitter!





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# IT'S FOR MY DAD...



**As computer graphics get better, and tastes become more extreme, censorship rears its head in the software industry this month. Tony Dillon wonders if it's really what the doctor ordered.**

**Y**ou are now not allowed to buy certain games. Well, perhaps things aren't quite that bad yet, but the recent voluntary classification system brought in by ELSPA (European Leisure Software Publishers Association) is definitely a major step towards that solution. From this month on, all games will have to carry a Monitor Men sticker, which will offer suitability guidelines to its potential audience.

Parents have always been concerned about computer games and the amount of time kids spend playing them, worried that behind the glare of the screen lies a den of filth, pornography and explicit violence.

It's true that graphic and programming techniques are improving and games themselves seem to be getting more and more explicit in their depiction of violence. *Mortal Kombat*, for instance, includes scenes where a person's spine is ripped away from their body. It would now seem that the software houses need some kind of legal safeguard against lawsuits from distressed parents, whose

children may be negatively influenced by the level of violence in some games.

Don't get me wrong, I'm all for mature or 'adult' games, and by 'adult' I don't automatically mean pornographic. But there are a lot of people who want more than James Bond to entertain them. If they didn't, why would horror films sell so well?

However, as computer entertainment now reaches a far larger audience than it ever did before, there needs to be some distinction between a family game and something for mature gamers, but are the monitor men stickers really the right way to go about it?

## IS THIS THE ANSWER?

There are some major stumbling blocks with age classification. The first, and most obvious, is that a higher age rating automatically makes it more

tempting for younger gamers to try and get hold of the over 18 games. After all, forbidden fruit always tastes the sweetest. This is something that software publishers will be more than aware of, so there will always be the temptation to stock the odd splash of blood in to up the rating.

Remember, the playgrounds of this world are full of young adults always looking for the 'coolest' games to own, and this certification could be just the thing to identify them.

There is another down-side to labelling. What happens to the more family-oriented games? Take something like *RoboCop* from Millennium, for instance. It could never be classified as anything other than Universal - For All Ages - and as a result it might lose out against *Covergirl Strip Poker*, which is nowhere near as entertaining, nor will it keep you playing for as long. Yet due to its content, will receive at least a 15 rating. Will software houses feel obliged to create more adult games, just to keep their sales high enough?

Look at the video rental industry, where age classification often seems to be ignored by stores, or is, at least, too difficult to enforce. When I was at school, I can clearly remember ribald tales of the contents of someone's intestines.

Even now, if you offer a fifteen year-old the choice between Disney's *Aladdin* and a cheap US horror flick, which do you think he would want to see? And which film will be more acceptable to his peers? A lot of things will influence his decision, and sadly the actual quality of the film seems to rank quite low.

## OPTIONS?

So what is the alternative? There is really only one - a legally enforceable categorisation scheme and integrity on the part of the shopkeeper. Let's have two categories only, fifteen and over and below 15 (teen). I only choose fifteen because that's the age that, on average, kids can easily get into an 18 rated movie at the cinema. Also, let's keep the two in completely different sections of the shop.

Most importantly, let's not allow younger players to buy the games that aren't in their range, even if they do claim that "it's for my dad".

We can't ban adult games - there are a lot of adults who want to play them. But we do need to split the market to protect the young from exploitation.

There is nothing wrong with being an adult, or having adult interests, so let's sort this out before any game with an 18 rating gets a 'top shelf', under the counter, *Flasher's* mac (signage attached to it) **20**

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